

HEROESTM IV

of MIGHT AND MAGIC[®]



EXTENSIVE INFO
FOR SPELLS
AND ARTIFACTS



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HEROESTM IV

of MIGHT AND MAGIC[®]

PRIMA'S OFFICIAL STRATEGY GUIDE



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Contents

Chapter 1: Introduction	1
Chapter 2: Heroes and Armies	4
Chapter 3: Structures	24
Chapter 4: Spells	60
Chapter 5: Building Your Towns	70
Chapter 6: Exploring the Map	75
Chapter 7: Strategy	80
Chapter 8: The Small Scenarios	86
Chapter 9: The Medium Scenarios	121
Chapter 10: The Large Scenarios	148
Chapter 11: The Extra Large Scenario	158
Chapter 12: Campaigns	162
Life Campaign: The True Blade	162
Might Campaign: The Glory of Days Past	174
Order Campaign: The Price of Peace	185
Nature Campaign: Elwin and Shaera	207
Death Campaign: Half-Dead	219
Chaos Campaign: A Pirate's Daughter	229
Chapter 13: Appendices	242



THE SIX ARMIES

The world of Axeoth is home to six specialized armies representing diverse philosophies of life and death. Most of these philosophies have allies in Axeoth, and each has its own strengths and weaknesses.

The Academy of Order

The proponents of Order, called the Academy, seek knowledge, structure, and rules for governing. The Academy of Order sees life and death as a part of the natural order of the world, and is thus allied with the factions of Life and Death. Chaos is in opposition to order, and the forces of nature are too unpredictable for Order's comfort.

The Academy of Order's primary heroes are the Lord and the Mage. The philosophy of clean existence is reflected in the Order army, which relies on mechanical constructs that have none of the problems of living beings and follow orders well.

The Asylum of Chaos

Those in the Asylum of Chaos believe in power and dominion, whatever the cost. The whims of the powerful are more important than the needs of the weak, and Fireballs punctuate those powerful whims if they aren't immediately met. The Asylum of Chaos sees a kindred spirit in the untamed forces of nature as well as in the destruction inherent in death, and is allied with Nature and Death. Order opposes chaos, and the beneficial elements of life work against the destructive base of Chaos.

The primary heroes of the Asylum of Chaos are the Thief and the Sorcerer. The Chaos army is a strange collection of creatures that complement each other well.

The Haven of Life

Made up of humans, the Haven of Life prizes justice and fair play and stresses these qualities to its citizenry. The Haven of Life focuses on equality, health, and justice. Its desire to benefit all within its borders ties Life to Order, which seeks to maximize benefit through laws, as well as with Nature, which holds the quality of giving bountiful life. Death is opposed to the Haven. Chaos, which seeks power at any cost, does not fit with the Haven's highly prized idea of equality and maximum benefit for all.

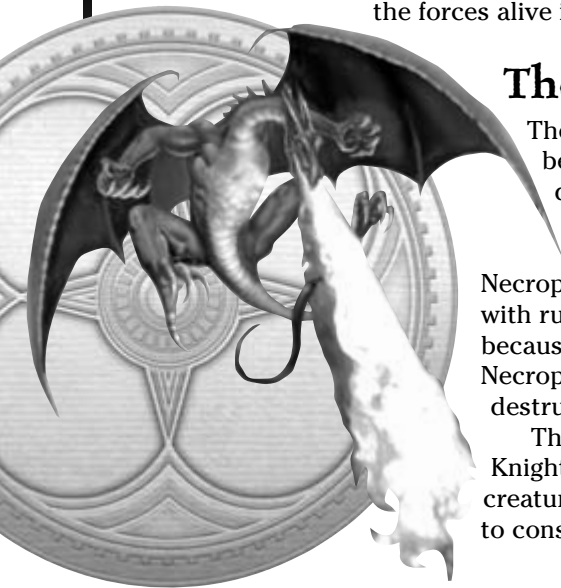
The Haven of Life's primary heroes are the Knight and the Priest. The Life army is made up of humans (even the Ballistae are manned by humans) and excels in defense, because keeping the forces alive is the primary duty.

The Necropolis of Death

The goal of those in the Necropolis of Death is immortality, because immortality allows endless striving for power and domination—the two things most desired by the Necropolis.

Only the undead are truly immortal, because all living things die. The desire for power and destruction ties the Necropolis of Death to the Asylum of Chaos. Order, concerned with rules and regulations, is also tied to the Necropolis of Death, because death has rules. The Haven of Life opposes the Necropolis of Death, and the Preserve of Nature opposes wanton destruction.

The Necropolis of Death's primary heroes are the Death Knight and the Necromancer. The Death army consists of Undead creatures. Those who are not Undead are demonic, existing only to consume.



The Preserve of Nature

The Preserve of Nature is above laws of good and evil, preferring instead to follow the timeless laws of the natural world. Beauty and repugnance, life and death, gentleness and brutality exist in nature and in the Preserve. The Preserve of Nature has a perfect ally in the Haven of Life: Both are concerned with the creation and nurturing of living beings. Chaos works well with Nature because both groups are content to let things happen as they will. Order is too regulated to sit well with Nature, and the proponents of Death are too intent on killing, rather than allowing events to follow a natural course.

The Preserve of Nature's primary heroes are the Archer and the Druid. Nature's army is more diverse than those of the other factions, and consists of natural creatures and beings made up of elemental forces.

The Stronghold of Might

Might is singular among the six factions, holding its own in a world inhabited with dread creatures and amazing constructs. The Stronghold of Might concerns itself with itself, letting the other factions fight and squabble. Quick to defend its lands, Might does not engage in politics or pleasantries. The Stronghold of Might stands apart from allies and enemies, opposed to none and seeking aid from none.

The Stronghold of Might does not believe in the use of magical forces and has one primary hero, the Barbarian. The army of Might is concerned with its physical strength, which it uses to crush all opponents. You can't cast a spell while lying crushed under a huge boulder that one of Might's Cyclopes hurled.

HOW TO USE THIS BOOK

This is a guidebook for *Heroes of Might and Magic IV*. It does not represent every possible solution for every possible situation you may face. Each scenario has a specific goal, but you may be in charge of a different army each time you play. The items you find change from game to game; the armies you face are different.

Even if those elements were the same, you would get different spells in your town buildings, face different heroes, and control different creatures. Much of the game is random.

This guide gives you the basics and quite a bit more. You'll learn about the six different armies, their troops, and what those troops can do on the battlefield. You'll see the best way to build your towns, explore the map, and fight your enemies. You'll get a look at each of the scenarios and campaigns, discover what specific things to look for, and the best path to victory. It's all here.



CHAPTER 2

Heroes and Armies

HEROES

Hero Types

You can hire 11 basic types of hero in the course of a normal game. A warrior-style, might-based hero and a magician-style, magic-based hero are available for each of the six alignments except Might. Because Might heroes and creatures do not use spells, no magician-type hero is available for these armies.



Basic Hero Types

HERO TYPE	TYPE	ALIGNMENT	STARTING SKILLS
Archer	Might	Nature	Combat, Archery
Barbarian	Might	Might	Combat, Melee, Resistance
Death Knight	Might	Death	Tactics, Offense
Druid	Magic	Nature	Nature Magic, Herbalism
Knight	Might	Life	Tactics, Defense
Lord	Might	Order	Nobility, Estates
Mage	Magic	Order	Order Magic, Enchantment
Necromancer	Magic	Death	Death Magic, Occultism
Priest	Magic	Life	Life Magic, Healing
Sorcerer	Magic	Chaos	Chaos Magic, Conjuraction
Thief	Might	Chaos	Scouting, Stealth

Hero Variations

Each hero begins with a couple of basic skills relating to his or her class. By adding skills from other classes, the hero can switch to a different class, gaining additional powers and abilities. Basic classes do not confer any special abilities, so gaining a new class is worthwhile.

Each time a hero gains a skill, either from a site on the map or by rising a level, there is a chance to change classes. The rating in a given class is the total number of levels in skills related to that class. Advanced classes in a skill subtract one from this total, and the Archmage class subtracts three. If the heroes' ratings in the new class are higher than their ratings in the old class, they switch. Once promoted to a new class, a hero never reverts to a basic class. Consult the following tables for possible classes:



Additional Hero Classes

PRIMARY SKILL SET	TACTICS	COMBAT	SCOUTING	NOBILITY
Tactics	Knight/Death Knight	General	Field Marshal	Lord Commander
Combat	General	Barbarian/Archer	Ranger	Warlord
Scouting	Field Marshal	Ranger	Thief	Guildmaster
Nobility	Lord Commander	Warlord	Guildmaster	Lord
Life	Crusader	Paladin	Prophet	Cardinal
Order	Illusionist	Battle Mage	Seer	Wizard King
Death	Reaver	Assassin	Ninja	Dark Lord
Chaos	Pyromancer	Fireguard	Fire Diviner	Witch King
Nature	Warden	Beastmaster	Bard	Beast Lord
Special	Archmage	Any three Magic	—	—

As mentioned earlier, each of the special classes has a particular benefit. These are as follows:

Hero Class Special Abilities

CLASS	SPECIAL ABILITY
Archer	None
Archmage	+20% to spell effects
Assassin	Permanent Haste
Barbarian	None
Bard	Permanent Fortune
Battle Mage	+20% to Magic Fist, Ice Bolt
Beast Lord	+20% to Summon Wolf and Summon White Tiger
Beastmaster	+20% to Summon Wolf
Cardinal	+5% to Resurrection spells
Crusader	Permanent Mirth
Dark Lord	Inflicts Sorrow with attacks
Dark Priest	Vampirism
Death Knight	None
Demonologist	+50% to demon summoning spells
Druid	None
Enchanter	+20% to summoning spells
Field Marshal	+10% to attacks by friendly creatures
Fire Diviner	+20% to fire spells
Fireguard	Fire Resistance
General	+1 to Morale
Guildmaster	Stun
Heretic	Ignores Ward abilities

LIFE MAGIC	ORDER MAGIC	DEATH MAGIC	CHAOS MAGIC	NATURE MAGIC
Crusader	Illusionist	Reaver	Pyromancer	Warden
Paladin	Battle Mage	Assassin	Fireguard	Beastmaster
Prophet	Seer	Ninja	Fire Diviner	Bard
Cardinal	Wizard King	Dark Lord	Witch King	Beast Lord
Priest	Monk	Dark Priest	Heretic	Summoner
Monk	Mage	Shadow Mage	Wizard	Enchanter
Dark Priest	Shadow Mage	Necromancer	Lich	Demonologist
Heretic	Wizard	Lich	Sorcerer	Warlock
Summoner	Enchanter	Demonologist	Warlock	Druid
—	—	—	—	—

CLASS	SPECIAL ABILITY
Illusionist	+20% to illusion spells
Knight	None
Lich	Aging
Lord	None
Lord Commander	+2 to Morale of friendly creatures
Mage	None
Monk	Chaos Ward
Necromancer	None
Ninja	Poison attack
Paladin	Death Ward
Priest	None
Prophet	Permanent Spiritual Armor
Pyromancer	Fire Shield
Ranger	+5 to ranged attack, ranged attack without bow or Archery skill
Reaver	Permanent Bloodlust
Seer	+2 Scouting range
Shadow Mage	Permanent Blur
Sorcerer	None
Summoner	+1 Summoning
Thief	None
Warden	+10% to friendly creatures' defense
Warlock	+10 spell points, +1 spell point recovery
Warlord	+5 to melee attack
Witch King	Fear
Wizard	-2 to spell costs
Wizard King	Inflicts Misfortune with attacks

HERO SKILLS

Hero skills come in nine basic categories, listed in the "Hero Class Special Abilities" table. You can learn each of these skills a maximum of five times, and its benefits increase each time you learn it. Skills start at the Basic level and progress through Advanced, Expert, Master, and Grandmaster. You can possess no skill at higher than Grandmaster level.

Tactics Skills

Tactics

At Basic level, this skill gives friendly creatures under the hero's control +1 speed and movement in combat. Speed and movement in combat increase an additional +1 with each higher level of Tactics skill.

Offense

At Basic level, this skill increases the melee and ranged attacks of creatures under the hero's control by 10 percent. The percentage increases with higher levels of skill.

Defense

This skill increases the melee and ranged defense of creatures under the hero's control by 10 percent. The percentage increases with higher levels of the skill.

Leadership

This skill gives friendly units under the hero's control +1 morale and luck. These bonuses increase at higher levels of Leadership.

Combat Skills

Combat

This skill increases the hero's melee and ranged defense to 15. Each successive level of Combat skill adds an additional 5 to the melee and ranged defense numbers.

Melee

This skill increases the hero's melee combat skill to 15 and divides the target's defense by 1.5. This skill, however, never reduces a target's defense to lower than 10 and never reduces the defense of an enemy hero. Additional Melee skills increase melee combat skill by 5 and reduce enemy defense by an additional factor of .5.

Archery

This skill gives the hero a ranged attack of 10 and reduces the enemy target's defense against ranged attacks by 1.5. Like Melee skills, Archery skills never reduce a target's defense to lower than 10 and never reduce the defense of an enemy hero. Additional levels of Archery skills increase ranged combat skill by 5 and reduce enemy defenses by .5.



Note

THE SECOND LEVEL OF ARCHERY DOES NOT FURTHER REDUCE THE ENEMY'S DEFENSE.

Magic Resistance

Magic Resistance gives a hero a 30 percent chance of avoiding the effects of negative spells cast by enemies. Additional Magic Resistance skills add 20 percentage points to this chance. A hero at the fifth level of this skill is immune to enemy spells.

Scouting Skills

Scouting

Heroes with this skill see an additional hex when moving on the main adventure map. They also are able to see enemy units that possess Stealth skill. Higher levels of Scouting skill allow detection of higher levels of Stealth skill, and allow the hero to see farther on the main map.

Pathfinding

This skill reduces the basic movement penalty of a hero's army by one-fourth, allowing additional movement on the adventure map. Higher levels of this skill increase a hero's movement ability.

Seamanship

Much like Pathfinding, Seamanship is used when sailing on open waters. Any hero with this skill gets an additional 25 percent movement. Higher levels of Seamanship increase this bonus to a maximum of +200 percent.

Stealth

Heroes who possess the Stealth skill are invisible on the adventure map to all but immediately adjacent first-level creatures and heroes, unless those heroes possess Scouting skills. The hero can hide him or herself but not the creatures with him or her. Higher levels of Stealth prevent detection by higher-level creatures and heroes who possess lower levels of Scouting.

Nobility Skills

Nobility

The Basic level of Nobility allows a hero to be recognized as governor of a town. Any town recognizing that hero as its governor enjoys a 10 percent increase in creature production. Additional Nobility levels raise production by an additional 10 percent.

Estates

Estates, at the Basic level, gives the hero an income of 100 Gold per day plus an additional 10 Gold for each level of the hero. Each additional skill level of Estates increases the amount of Gold earned by 100.

Mining

Heroes with Mining skill produce two units of ore and wood plus 10 percent of their levels every five days. Additional levels of Mining increase this percentage and allow production of other materials as well.

Diplomacy

Before a combat, heroes with Diplomacy can convert up to 30 percent of an enemy army to fight for them. The hero can convert up to 120 hit points plus 10 percent of his or her level of enemy troops, and the troops cost only 80 percent of their normal price. Additional levels of Diplomacy further reduce the cost of troops and increase the number of units you can convert.

Life Magic Skills

Life Magic

This skill gives the hero the ability to cast first-level Life Magic spells. Each additional level of this skill adds the ability to cast higher level spells.

Healing

This skill increases the Spellcaster's spell points by 10 and increases spell point recovery by 2 per day. Additional levels add an extra 10 spell points and hasten recovery by 2 points each day.

Spirituality

This skill increases the effectiveness of the caster's Life Magic spells by 20 percent. Each additional level in this skill increases the power of these spells by another 20 percent.

Resurrection

Heroes use this skill after combat to resurrect 20 percent of the friendly creatures killed in battle. You cannot raise undead, mechanical, or elemental creatures. A hero who possesses the highest level of this skill may restore after combat half of the creatures killed.

Order Magic Skills

Order Magic

This skill grants the ability to cast first-level Order Magic spells. Each additional level grants the ability to cast spells of the next higher level.

Enchantment

This skill gives the hero an additional 10 spell points and increases the rate of spell point recovery by 2 per day. Additional levels add another 10 spell points and further hasten the recovery rate of spell points.

Wizardry

This skill increases the effectiveness of Order spells by 20 percent. Each successive level of Wizardry adds another 20 percent to the effectiveness of Order spells.

Charm

With the Charm skill, heroes can convert up to 15 percent of outnumbered foes to their side. A hero can convert a small number, and the cost of surrendering is 90 percent the normal price of the creature. Each additional level of Charm increases the number of creatures you can convert and reduces the cost by five percentage points.

Death Magic Skills

Death Magic

This skill gives the hero the ability to cast first-level Death Magic spells. Each additional level of this skill increases the level of spells available.

Occultism

The Basic level of this skill grants the hero an additional 10 spell points and increases spell point recovery by 2 per day. Higher levels of this skill add an additional 10 points and increase recovery rate.

Demonology

This skill increases the effectiveness of the hero's Death Magic spells by 20 percent. Each additional level increases this effectiveness by another 20 percent.

Necromancy

The Basic level of this skill allows the hero to raise slain enemy creatures as skeletons to add to his or her army after combat. The number of creatures the hero can raise increases with each level of Necromancy attained.

Chaos Magic Skills

Chaos Magic

This skill allows the hero to cast first-level Chaos Magic spells. Each additional level in this skill allows the next higher level of Chaos spell to be cast.

Conjuration

Conjuration increases a hero's spell points by 10 and the rate of spell point recovery by 2 per day. Each level in this skill adds 10 more spell points and increases recovery rate.

Pyromancy

This skill increases the effectiveness of Chaos spells by 20 percent. Each successive level of skill in Pyromancy adds another 20 percent to the effectiveness of these spells.

Sorcery

The Sorcery skill increases by 20 percent the amount of damage done by the caster with any offensive spell. The damage increases by an additional 20 percentage points with each successive level of Sorcery attained.

Nature Magic Skills

Nature Magic

The Nature Magic skill grants the ability to cast first-level Nature Magic spells. Additional levels of Nature Magic allow casting of higher level spells.

Herbalism

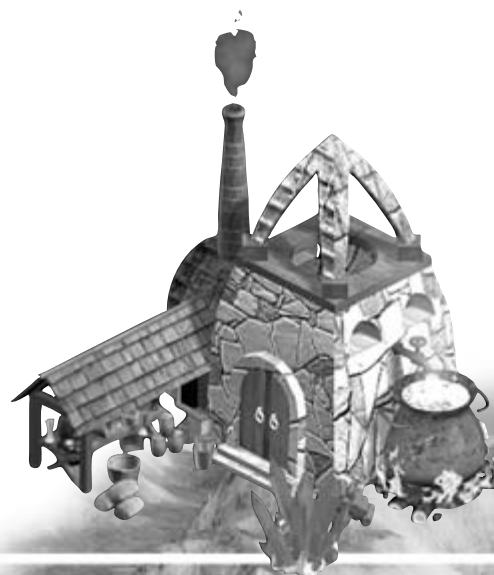
The lowest level of Herbalism adds 10 spell points to the hero and increases spell point recovery by 2 spell points per day. Higher levels add 10 spell points per level and increase recovery rate.

Meditation

Meditation increases the effectiveness of Nature Magic spells by 20 percent. Each additional level of Meditation adds another 20 percentage points to the effectiveness of Nature Magic spells.

Summoning

A hero with Basic Summoning skill can summon wolves, leprechauns, and sprites to his army. At higher levels, he can summon more powerful creatures and more of them on a daily basis.



CREATURES

Dozens of creatures populate *Heroes of Might and Magic IV*, each with its own properties and characteristics. The following tables show the army types available to you.

Several entries in the tables here require explanation. The Speed rating is a relative measure of how quickly a creature acts in combat—the higher the number, the faster the action. The Movement rating is a rough approximation of how far the creature can move in combat—larger numbers equate to longer distances. The Weekly Growth entry indicates the number of creatures produced by its host structure in a week. Special qualities are explained after the tables.

Order

Order Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Dwarf	1	28 Gold	2-3	11	11	12
Halfling	1	22 Gold	1-2	10	10	8
Gold Golem	2	240 Gold	8-12	16	16	50
Mage	2	160 Gold	3-4	6	12	16
Genie	3	550 Gold	9-12	10	18	60
Naga	3	850 Gold	14-22	22	22	90
Dragon Golem	4	4,000 Gold, 4 Ore	36-55	34	34	220
Titan	4	4,000 Gold, 2 Gems	34-50	32	32	210

Chaos

Chaos Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Bandit	1	20 Gold	1-3	9	9	10
Orc	1	34 Gold	1-3	11	9	12
Pirate	1	22 Gold	1-2	11	9	10
Troglodyte	1	28 Gold	2-3	11	9	14
Evil Eye	2	220 Gold	3-7	16	15	26
Medusa	2	220 Gold	3-6	19	17	24
Minotaur	2	230 Gold	5-10	16	15	38
Troll	2	230 Gold	6-12	16	15	45
Efreet	3	850 Gold	10-20	25	23	80
Nightmare	3	800 Gold	12-26	23	20	110
Black Dragon	4	8,000 Gold, 4 Sulfur	55-110	40	40	400
Hydra	4	4,000 Gold, 2 Mercury	28-60	30	26	250



NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
—	3	14	18	Magic Resistance
10	6	14	23	Giantslayer
—	3	18	6	Magic Resistance, Mechanical
—	5	18	8	Spellcaster
—	6	30	6	Flying, Spellcaster
—	7	20	4	No Retaliation
—	9	36	2	First Strike, Negate First Strike, Mechanical
16	6	22	2	Normal Melee, Chaos Ward

NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
—	7	27	26	Stealth
6	4	18	16	Short Range, Normal Melee
—	5	18	24	Bonuses at Sea
—	5	18	19	Blind
15	6	18	6	Flying, Ranged, Random Harmful Spells
100	5	18	6	Ranged, Normal Melee, Unlimited Shots, Stone Gaze
—	3	14	6	Block
—	3	14	6	Regeneration
—	6	40	4	Fire Shield, Fire Resistance, Fire Attack, Flying
—	6	27	4	Terror
—	7	45	1	Immune to Magic, Breath Attack, Flying
—	6	22	2	Multiple Attack, No Retaliation

Life

Life Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Crossbowman	1	32 Gold	2-3	9	11	10
Peasant	1	15 Gold	2-3	6	7	10
Squire	1	26 Gold	2-3	9	11	10
Ballista	2	190 Gold	5-7	15	16	28
Pikeman	2	150 Gold	6-8	12	14	30
Crusader	3	650 Gold	10-16	22	23	65
Monk	3	550 Gold	10-15	20	22	55
Angel	4	4,000 Gold	40-65	30	34	230
Champion	4	2,000 Gold, 2 Wood, 2 Ore	24-36	25	25	150

Death

Death Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Imp	1	18 Gold	1-2	10	10	7
Skeleton	1	22 Gold	1-2	12	12	8
Zombie	1	35 Gold	2-4	8	10	24
Cerberus	2	190 Gold	4-6	16	16	24
Gargoyle	2	160 Gold	4-6	14	16	22
Ghost	2	140 Gold	2-4	15	15	15
Mummy	2	170 Gold	5-8	15	16	30
Ice Demon	3	850 Gold	12-16	30	30	—
Vampire	3	1,100 Gold	12-18	30	30	—
Venom Spawn	3	1,100 Gold	16-24	26	26	15
Devil	4	4,000 Gold, 2 Sulfur	34-50	33	33	—
Bone Dragon	4	4,000 Gold, 2 Crystal	45-65	30	30	—

NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
10	2	18	16	No Range Penalty
—	2	14	36	Taxpayer
—	5	18	21	Stun
20	0	8	7	No Range Penalty, No Obstacle Penalty, Mechanical
—	4	18	9	Long Weapon, Negate First Strike
—	7	18	5	Two Attacks, Death Ward
12	5	18	6	Ranged, Death Ward
—	10	45	2	Flying, Resurrection
—	6	30	4	Charge, First Strike

NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
—	6	38	28	Mana Leech, Flying
—	4	18	25	Skeletal, Undead
—	1	14	15	Tough, Undead
—	6	22	7	Multiple Attack, No Retaliation
—	7	40	8	Flying, Stone Skin, Elemental
—	6	38	9	Aging, Flying, Insubstantial, Undead
—	4	18	8	Curse, Undead
5	18	4	—	Freezing Attack, Cold Resistance, Cold Attack
8	38	3	—	Life Draining, No Retaliation, Flying, Undead
6	18	3	—	Ranged, Poison
7	150	2	—	Teleport, Summon Demons, Life Ward
5	38	2	—	Terror, Skeletal, Flying, Undead

Nature

Nature Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Leprechaun	1	24 Gold	1-2	10	10	8
Sprite	1	22 Gold	1-2	10	10	7
Wolf	1	36 Gold	2-3	9	9	12
Elf	2	190 Gold	3-4	16	16	18
Satyr	2	170 Gold	5-8	14	13	36
White Tiger	2	220 Gold	6-8	19	19	35
Air Elemental	3	350 Gold	5-10	16	16	40
Earth Elemental	3	375 Gold	9-14	18	20	50
Fire Elemental	3	350 Gold	7-10	20	18	50
Water Elemental	3	350 Gold	6-9	17	17	38
Griffin	3	800 Gold	16-22	19	19	95
Unicorn	3	650 Gold	12-20	20	20	80
Waspwort	3	550 Gold	10-14	22	22	60
Faerie Dragon	4	4,000 Gold, 2 Gems	34-50	15	29	220
Mantis	4	4,000 Gold, 2 Gems	34-50	34	34	210
Phoenix	4	4,000 Gold, 2 Mercury	45-65	28	28	275

Might

Might Creatures

CREATURE	CREATURE LEVEL	COST	DAMAGE	ATTACK	DEFENSE	HIT POINTS
Berserker	1	20 Gold	2-3	12	8	18
Centaur	1	40 Gold	3-5	10	10	20
Harpy	2	110 Gold	4-5	16	15	24
Mermaid	2	—	5-8	15	13	38
Nomad	2	150 Gold	6-9	16	13	45
Cyclops	3	750 Gold	12-18	30	24	95
Ogre Mage	3	350 Gold	12-18	18	16	85
Behemoth	4	2,750 Gold, 2 Crystals	55-80	36	34	240
Sea Monster	4	—	45-65	35	34	275
Thunderbird	4	1,800 Gold, 2 Mercury	28-40	30	30	170

NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
—	6	18	22	Fortune
—	6	40	23	Flying, No Retaliation
—	7	22	15	Two Attacks
24	6	18	7	Ranged, Shoots Twice, Ranged First Strike
—	6	20	8	Mirth
—	8	28	6	First Strike
—	7	40	6	Flying, Elemental, Insubstantial
—	1	14	6	Elemental, Magic Resistant
20	6	20	6	Ranged, Elemental, Fire Attack, Fire Resistance
—	5	18	6	Elemental, Spellcaster, Cold Resistance, Cold Attack
—	6	40	4	Flying, Unlimited Retaliation
—	6	30	5	Blind Ability
20	4	8	6	Ranged, Weakness
—	7	40	2	Flying, Spellcaster, Magic Mirror
—	8	40	2	Flying, First Strike, Binding
—	21	45	2	Flying, Rebirth, Breath Attack, Fire Attack

NUMBER OF RANGED ATTACKS	SPEED	COMBAT MOVEMENT	WEEKLY GROWTH	SPECIAL QUALITIES
—	6	20	19	Two Attacks, Berserk
4	4	30	9	Ranged, Normal Attack, Short Range
—	5	38	8	Flying, No Retaliation, Strike and Return
—	5	18	8	Hypnotize
—	8	36	6	First Strike
8	4	22	3	Ranged, Area Attack
—	4	18	6	Bloodlust
—	6	22	2	Strength
—	5	9	2	Devour
—	6	40	3	Flying, Lightning Attack



Special Qualities Defined

Aging

Aging creatures drain the life from their opponents, making them slower and weaker for the remainder of the combat.

Area Attack

Creatures with Area Attack can damage groups of creatures around their main target—potentially including allies near the enemy.

Berserk

Berserk creatures rush forward into melee combat. They cannot be controlled, and must move or attack at every turn. Berserk creatures are also immune to all forms of Fear.

Binding

This quality gives a creature the power to bind an enemy in melee combat. Bound creatures cannot move. They can attack, retaliate, and cast spells, but they do half damage in melee. If the attacking creature moves away, the Binding breaks.

Blind

Blind creatures cannot see and are immune to any spells with visual components.

Blind Ability

Creatures with this quality may blind any creature they strike in combat. Blinded creatures cannot attack, move, or retaliate.

Block

Creatures with Block can deflect all damage from any melee or ranged attack.

Bloodlust

Creatures with this ability can cast the Bloodlust spell on themselves or allies. This spell increases the damage done by the target by 25%.

Bonuses at Sea

Use creatures with this quality in combat taking place on the deck of a ship. They move faster, do more damage in combat, and take less damage from enemies when fighting on ships.

Breath Attack

Creatures possessing Breath Attack affect not only the creature they are attacking in melee, but also any creatures behind their opponent.

Chaos Ward

Chaos Ward creatures are resistant to Chaos magic and suffer less damage from Chaos-aligned enemies.

Charge

The farther a creature with Charge travels before attacking in melee, the more damage it does when it strikes.

Cold Attack

The melee attack of these creatures is enhanced by being cold-based. Creatures with Cold Resistance suffer less damage.

Cold Resistance

Creatures with Cold Resistance are immune to cold-based spells. Damage to them from cold is halved in melee combat.

Curse

Creatures with this quality can cast the Curse spell on their enemies with a successful hit in combat.

Death Ward

Death Ward creatures are resistant to Death Magic and take less damage from Death-aligned enemies.

Devour

Creatures with the Devour quality can swallow enemies whole, making them dangerous in melee combat.

Elemental

Elemental creatures are immune to many spells that affect living creatures.

Fire Attack

Damage from the melee attack of these creatures is enhanced by being fire-based. Creatures with Fire Resistance take less damage.

Fire Resistance

Creatures with Fire Resistance are immune to fire-based spells and take half damage from fire in melee combat.

Fire Shield

Creatures with Fire Shield do additional damage to enemies in melee combat. Fire Shield also damages any creature that attacks another creature possessing Fire Shield in melee combat, even if the attacked creature has used its retaliation action.

First Strike

Creatures with this quality attack first in melee combat, before enemy retaliation. When under attack, First Strike creatures strike before the enemy attacks.

Flying

Obstacles, other creatures, heroes, and castle walls do not impede flying creatures.

Fortune

This quality allows a creature to cast Fortune, the Nature Magic spell, on itself or allies.

Freezing Attack

A creature with Freezing Attack can turn a targeted enemy into a block of ice for up to two combat turns.

Giantslayer

Giantslayer creatures do extra damage against fourth-level creatures.

Hypnotize

The Hypnotize quality gives the power to control an enemy army for one turn after a successful melee attack.

Immune to Magic

Creatures that are Immune to Magic take no damage from enemy spells and are immune to evil magical spells cast by enemies.

Insubstantial

Insubstantial creatures have double the normal melee and ranged defense.

Life Draining

Successful melee attacks heal Life Draining creatures, and resurrect dead creatures with Life Draining quality.

Lightning Attack

Anything a creature possessing Lightning Attack strikes suffers an additional attack in melee combat in the form of a lightning bolt.

Long Weapon

Creatures with Long Weapons do not attack adjacent enemies, and are thus immune to retaliation.

Magic Mirror

Creatures with this quality can reflect all or part of enemy spells at the caster.

Magic Resistant

Magic Resistant creatures can avoid damage from hostile spells. They also take less damage from spells that deal direct damage.

Mana Leech

Mana Leeching creatures drain spell points from enemy Spellcasters and give them to friendly Spellcasters.

Mechanical

Mechanical creatures are immune to spells that affect living creatures.

Mirth

Creatures with Mirth can cast Mirth, the Life Magic spell, on themselves or allies.

Multiple Attack

Creatures with Multiple Attack strike everything in their immediate vicinity when attacking or retaliating.

Negate First Strike

You cannot attack creatures with Negate First Strike with First Strike. They retaliate simultaneously with an attack from creatures with First Strike capability.

No Obstacle Penalty

The No Obstacle Penalty skill negates the effect of negative terrain or castle walls in a ranged attack.



No Range Penalty

Creatures with No Range Penalty can attack with full power regardless of distance from their target.

No Retaliation

You cannot retaliate against creatures with this quality in melee combat. Their targets get no chance to return the attack.

Normal Attack

Creatures with this quality do normal damage both at range and in melee combat. Unless they also have this quality, creatures with Ranged quality do half damage in melee combat.

Poison

The Poison quality allows a creature to inflict damage in every turn on any creature targeted in melee.

Random Harmful Spells

Creatures with this interesting quality cause random malign spells to be cast on anything they hit in melee or ranged combat.

Ranged

Creatures with Ranged quality can attack enemies from a distance, but do only half as much damage in melee combat unless they also have the Normal Attack quality.

Ranged First Strike

Creatures with this quality attack first in ranged combat. When attacking another creature with Ranged ability, these creatures fire first, before the enemy retaliates. When under attack at range, these creatures fire before the enemy does.

Rebirth

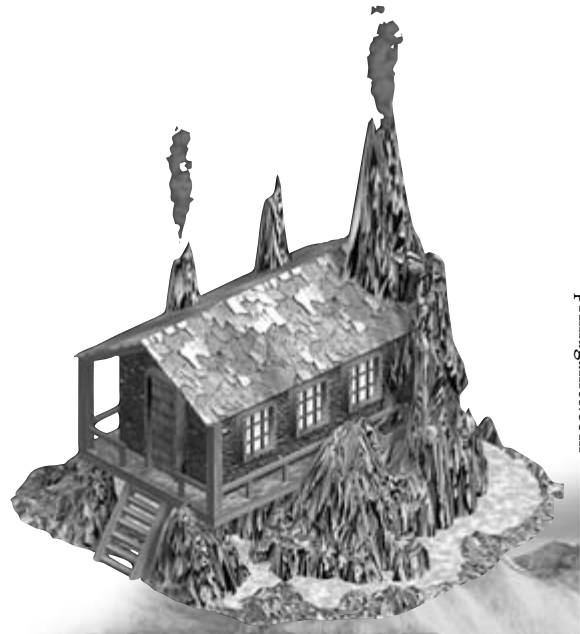
Once per combat, a creature with Rebirth can return from the dead.

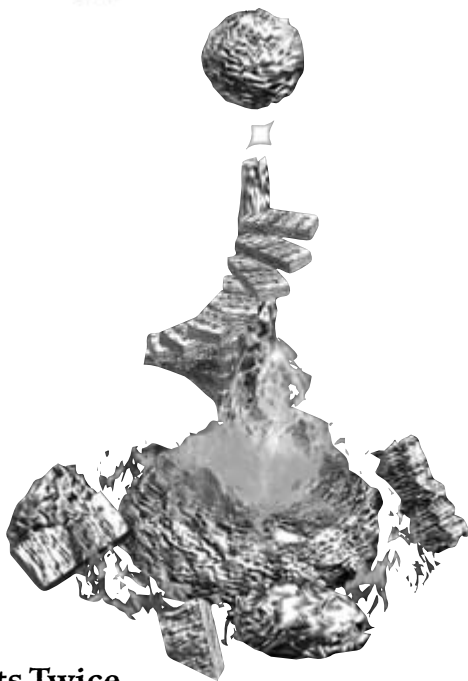
Regeneration

Creatures with Regeneration are healed of any damage before taking their turn in combat.

Resurrection

Creatures with the Resurrection quality can bring dead creatures back to life, except for Elementals, Undead, and Mechanical creatures, whom they cannot resurrect.





Shoots Twice

This quality gives creatures with Ranged ability a second shot in combat. The second shot occurs after enemy retaliation, if any.

Short Range

Creatures with Short Range are less effective at long distances in ranged combat. The farther they must throw their missiles, the less damage they do.

Skeletal

Skeletal creatures are tough to target from range. They take half damage from ranged attacks.

Spellcaster

Spellcaster creatures can use spells in combat.

Stealth

Creatures with Stealth are invisible, low-level creatures and cannot be seen by heroes without Scouting quality unless they are adjacent.

Stone Gaze

The attack of these creatures petrifies enemies, killing them instantly. Elemental, Undead, and Mechanical creatures are immune.

Stone Skin

Creatures with a Stone Skin are naturally resistant to physical damage in combat.

Strength

Strength increases damage inflicted by its possessor in melee combat.

Strike and Return

Creatures with this quality return to their starting positions after attacking in melee combat.

Stun

Creatures that can Stun negate an enemy's next combat action.

Summon Demons

This quality allows the creature to summon Ice Demons for the duration of the combat.

Taxpayer

Creatures with this skill give their hero one Gold per day.

Teleport

Teleporting creatures can move wherever they wish on the battlefield, regardless of terrain.

Terror

Creatures with Terror can cast the Terror spell on their opponents, forcing them to lose their next combat turn.

Tough

Tough creatures are naturally resistant to damage and are difficult to kill.

Two Attacks

Creatures with this quality attack in melee combat a second time, after the enemy retaliates.

Undead

Undead creatures are immune to spells and attacks that affect only living creatures.

Unlimited Retaliation

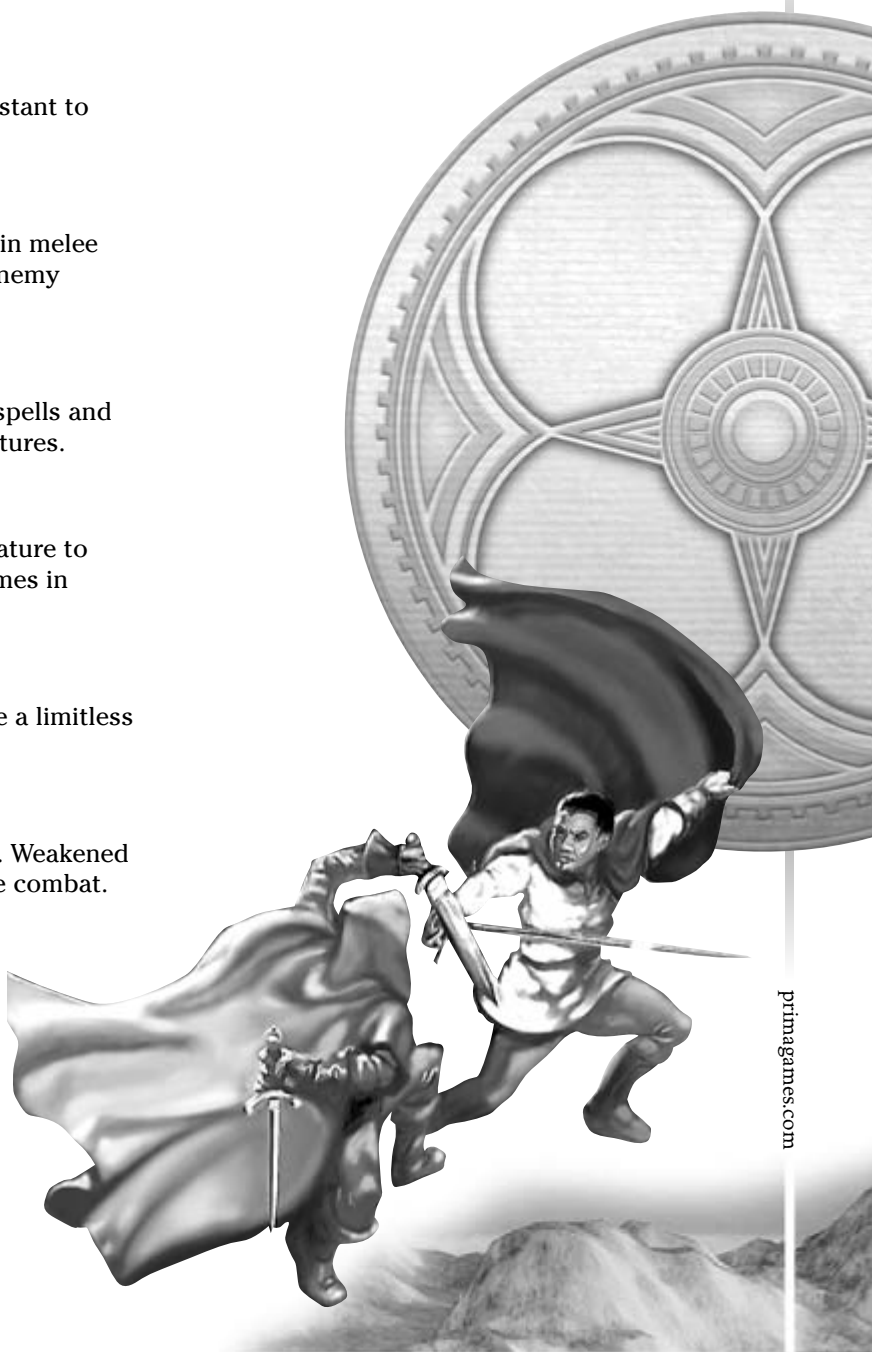
Unlimited Retaliation allows a creature to return an attack any number of times in melee combat.

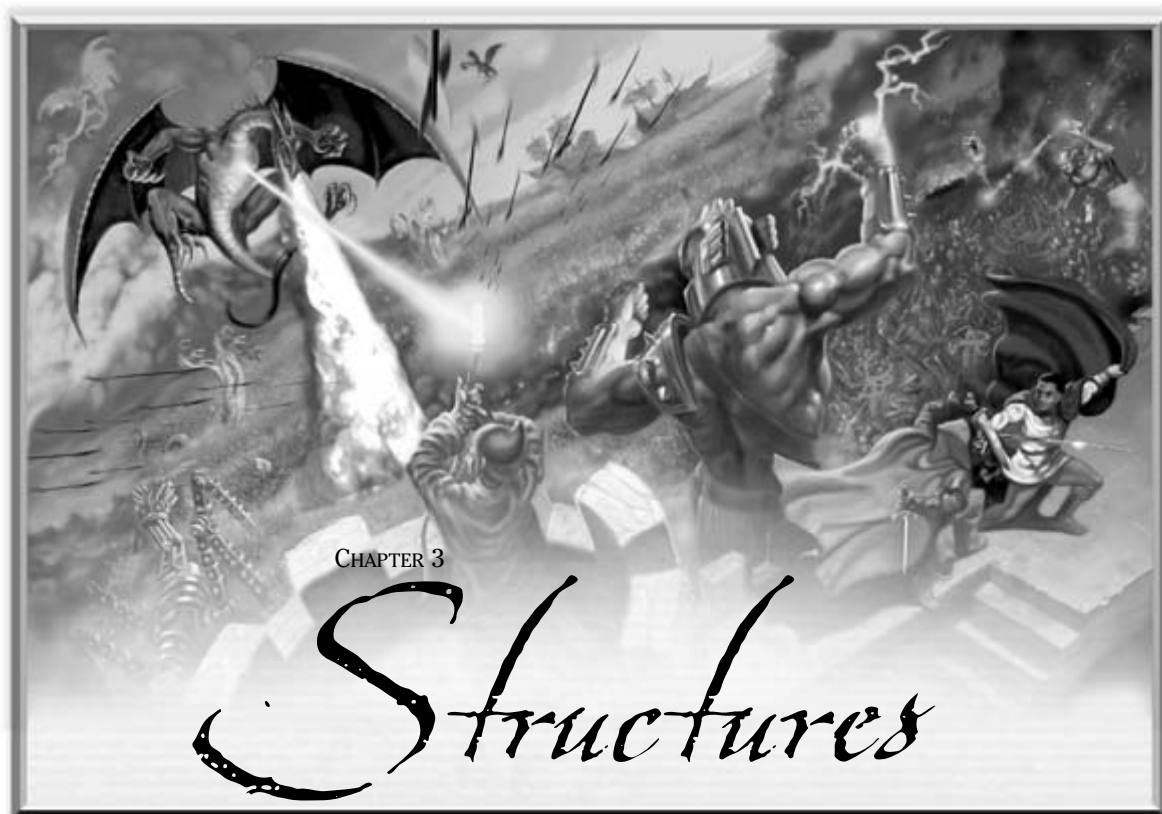
Unlimited Shots

Creatures with this quality can fire a limitless number of shots in combat.

Weakness

This attack makes its victim weak. Weakened creatures do less damage in melee combat.





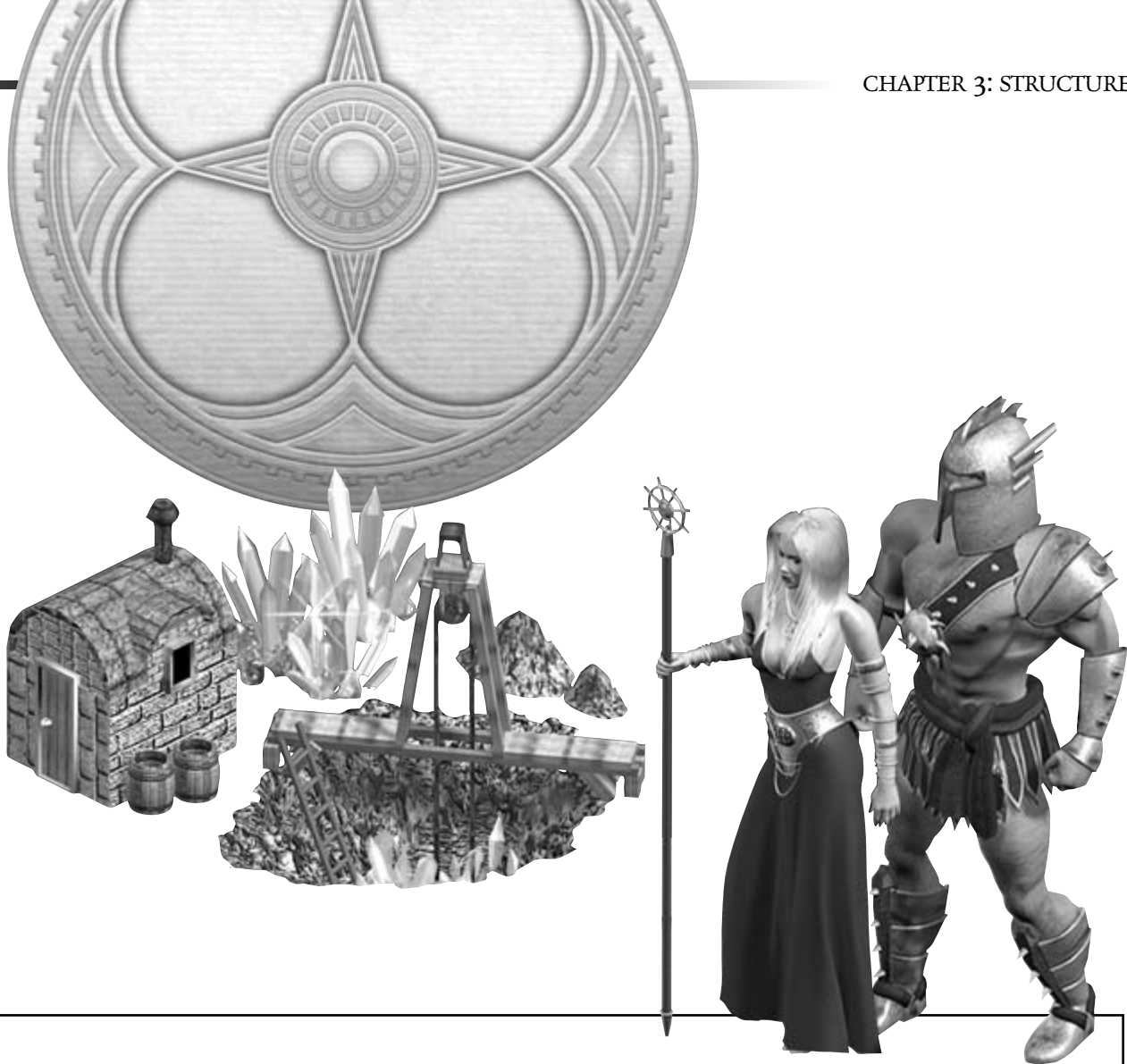
CHAPTER 3

Structures

GENERAL

General Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY
Village Hall	—	—	—	—	—	—
Town Hall	2,500	10	10	—	—	—
City Hall	2,500	10	10	5	—	—
Fort	5,000	20	20	—	—	—
Citadel	7,500	10	10	—	—	—
Castle	7,500	10	10	—	—	—
Shipyards	2,000	20	—	—	—	—
Tavern	500	2	—	—	—	—
Caravan	4,000	10	—	—	—	—
Prison	—	—	—	—	—	—



GEMS	PREREQUISITE	FUNCTION
—	None	Builds structures, produces 500 Gold/day
—	Village Hall	Builds structures, produces 750 Gold/day
5	Town Hall	Builds structures, produces 1,000 Gold/day
—	None	Builds city wall
—	Fort	Builds stronger city walls, adds moat
—	Citadel	Builds stronger city walls, adds keep
—	Water access	Builds ships
—	None	Recruits new heroes
—	None	Moves heroes and creatures to and from distant locations
—	None	Holds captured enemy heroes

Village Hall, Town Hall, City Hall



All towns start with at least a Village Hall. Here you construct the other buildings you use to create your army and defenses. Higher levels of the basic Village Hall aren't necessary, but they provide additional Gold resources, which can be critical.

Fort, Citadel, Castle



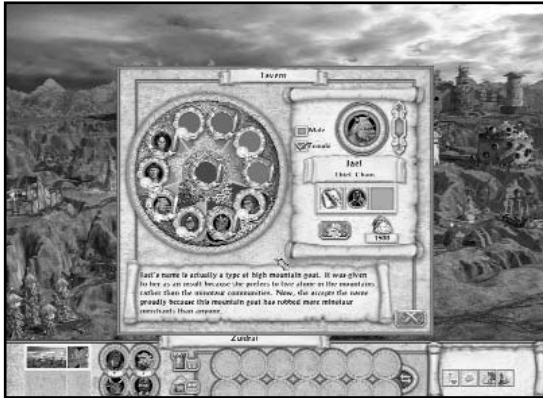
Many towns start with a Fort. You cannot construct basic creature dwellings without a Fort. This structure puts walls around your town that help defend your units when under siege. The Citadel and Castle provide additional defense against intruders but are quite expensive. You can use any of these structures to purchase all available units in your town. This structure also puts walls around your town, helping defend your units when under siege. The Citadel and Castle provide additional defense against intruders but are quite expensive. You can use any of these structures to purchase all available units in your town.

Shipyard



Shipyards build ships. Any town with significant water access has the ability to create ships.

Tavern



At the Tavern, you can recruit additional heroes to your cause; they journey out and acquire new structures for you. The heroes available depend on the type of town you possess. For all town types (except Might), available heroes include the warrior and the magician of the three spheres of magic to which your city is attuned. For instance, Light towns can produce structures that teach Light, Nature, and Order spells, so Taverns in Light towns can hire Light, Nature, and Order heroes. Taverns in Might cities can hire any of the six warrior-type heroes, but no magicians

Caravan



The Caravan provides your armies tremendous movement possibilities. With the

Caravan, you can move troops from your unit-producing structures to your cities. You also can move troops from city to city, provided both have Caravans. Units move quickly by Caravan and can travel great distances in a few turns. You need a direct path between two points that is clear of enemies.

Prison



In addition to the Village Hall, each town begins with a Prison. When you defeat an enemy hero in battle, he or she is sent to the Prison in your nearest city. Prisoners stay there unless an enemy overtakes your city and releases the captured heroes.



ORDER

Order Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Dwarven Mines	1,500	—	—	—	—	—	—
Halfling Burrow	1,500	—	—	—	—	—	—
Golem Factory	3,000	—	6	—	—	—	—
Mage Tower	2,750	—	—	1	1	1	1
Altar of Wishes	6,250	—	—	—	—	—	12
Golden Pavilion	6,250	8	8	4	—	—	—
Cloud Castle	14,000	16	16	—	—	—	20
Dragon Factory	14,000	12	30	4	4	4	4
Institute of Magic Level 1	1,000	2	2	—	—	—	1
Institute of Magic Level 2	1,000	—	—	—	—	—	1
Institute of Magic Level 3	1,000	—	—	—	—	—	1
Institute of Magic Level 4	1,000	—	—	—	—	—	1
Institute of Magic Level 5	1,000	—	—	—	—	—	1
Clerical Library	2,500	4	4	—	—	—	—
Necromantic Library	2,500	2	2	—	2	—	—
Alchemist's Shop	3,000	4	4	1	1	1	1
University	5,750	5	5	—	2	—	2
Treasury	6,000	5	10	—	—	—	—

Dwarven Mines



Dwarven Mines create Dwarves, the basic melee unit of the Order army. You must have a Fort to produce this structure. Many Order cities begin with Dwarven Mines already in place.

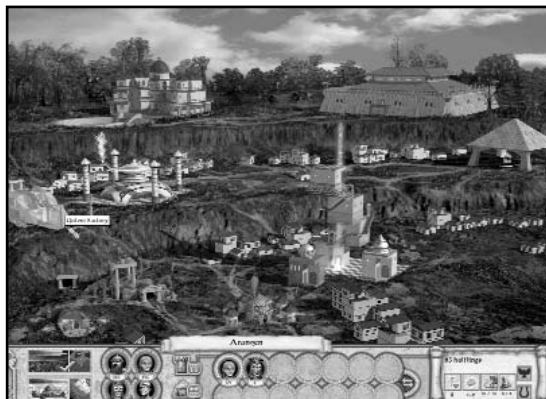
Halfling Burrow



Halflings, the basic ranged unit of the Order army, are created at the Halfling Burrow. You must have a Fort to create a Halfling Burrow.

PREREQUISITE	FUNCTION
Fort	Produces Dwarves
Fort	Produces Halflings
Dwarven Mines or Halfling Burrow	Produces Gold Golems
Institute of Magic and Dwarven Mines or Halfling Burrow	Produces Magi
Clerical Library and Golem Factory or Mage Tower	Produces Genies
Treasury and Golem Factory or Mage Tower	Produces Nagas
Castle and Altar of Wishes or Golden Pavilion	Produces Titans
Alchemist's Shop, University, and Altar of Wishes or Golden Pavilion	Produces Dragon Golems
None	Teaches three first-level Order Magic spells
Institute of Magic Level 1	Teaches three second-level Order Magic spells
Institute of Magic Level 2	Teaches two third-level Order Magic spells
Institute of Magic Level 3	Teaches two fourth-level Order Magic spells
Institute of Magic Level 4	Teaches one fifth-level Order Magic spell
Institute of Magic	Teaches Life Magic spells
—	Teaches Death Magic spells
None	Sells items
None	Teaches basic hero skills
Town Hall	Adds 10% additional Gold per turn

Golem Factory



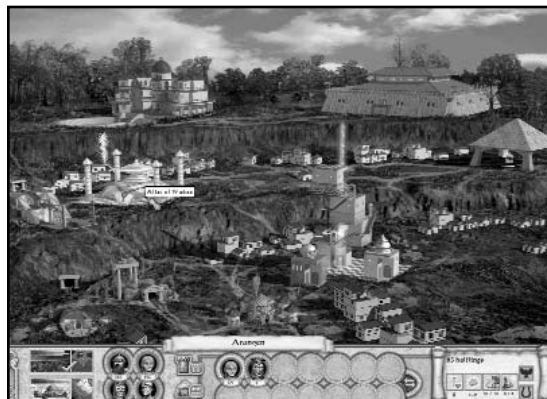
Gold Golems, powerful mid-range fighters of the Order army, are created at the Golem Factory. You must have at least one unit-producing structure at the first level to create a Golem Factory. If you build a Golem Factory, you cannot create a Mage Tower.

Mage Tower



The Mage Tower produces Magi, mid-level ranged units in the Order army. To create this building, the magical nature of Magi requires you to have an Institute of Magic. You can't produce a Mage Tower and a Golem Factory in the same city.

Altar of Wishes



The Altar of Wishes creates Genies, a potent weapon in the Order arsenal. This structure requires a Clerical Library; you can't build a Golden Pavilion in the same town.

Golden Pavilion



The Golden Pavilion, used to generate Nagas, requires that you first build an expensive Treasury. You can't build an Altar of Wishes in the same town as a Golden Pavilion.

Cloud Castle



The Cloud Castle creates Titans, one of the most effective units available to any army. Building this structure is a massive undertaking. First you need a Castle. Building a Cloud Castle prevents construction of a Dragon Factory.

Dragon Factory



Dragon Factories build Dragon Golems, the Order version of Dragons. Because these creatures are Mechanical, you also need an Alchemist's Shop. The Dragon Factory precludes the production of a Cloud Castle in the same town.

Institute of Magic



The Institute of Magic is the repository for all Order Magic knowledge. It can be built up to five levels high, and each new level adds more powerful spells. The first two levels offer three first- and second-level Order spells. The third and fourth levels contain two third- and fourth-level Order spells. A fifth level adds a single fifth-level Order spell. Any hero who can cast Order spells learns all the spells possible upon entering a town containing an Institute of Magic.

Clerical Library



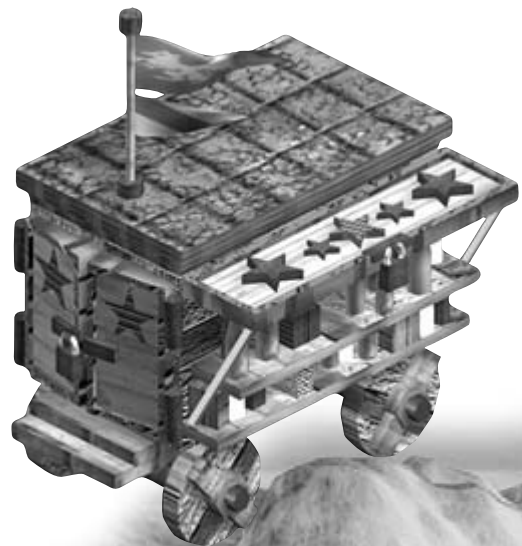
Order has allied itself with the forces of Life, which allows its towns to build a Clerical Library. This building adds Life spells to the

Institute of Magic, offering two first- and second-level Life spells and one each of third- through fifth-level Life spells.

Necromantic Library



Order is also allied with Death. This structure adds Death Magic spells to the Institute of Magic. This building adds two first- and second-level Death spells and one each of third- through fifth-level spells.



Alchemist's Shop



Heroes can buy non-magical and minor magical items at this structure. Included are the Telescope, Mage's Staff, and Chain Mail, as well as potions of Precognition, Binding, and Cold and Fire Resistance.

University



This structure equips Order heroes for battle. Four secondary skills are available at the Basic level from the sets of Nobility, Scouting, Order Magic, Life Magic, and Death Magic. A hero who lacks the primary skill is offered the primary skill instead of a secondary skill. Learning a new skill at the University costs 2,000 Gold per hero per skill.

CHAOS

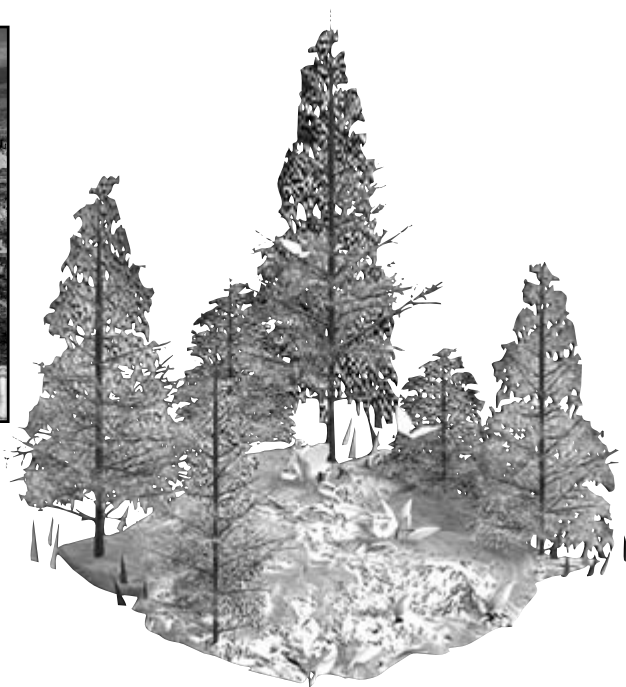
Chaos Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Den of Thieves	1,500	—	—	—	—	—	—
Orc Tower	1,500	—	—	—	—	—	—
Labyrinth	3,000	—	—	—	—	—	3
Statuary Garden	3,000	—	6	—	—	—	—
Black Wood	6,250	14	—	—	—	5	—
Volcanic Vent	6,250	—	14	—	5	—	—
Dragon Cave	14,000	6	6	—	30	—	—
Hydra Pond	14,000	16	—	4	6	20	—
Sorcerer's Guild Level 1	1,000	2	2	—	—	1	—
Sorcerer's Guild Level 2	1,000	—	—	—	—	1	—
Sorcerer's Guild Level 3	1,000	—	—	—	—	1	—
Sorcerer's Guild Level 4	1,000	—	—	—	—	1	—
Sorcerer's Guild Level 5	1,000	—	—	—	—	1	—
Hall of the Dead	2,500	2	2	—	2	—	—
Witch Hall	2,500	2	2	2	—	—	—
Rogue's Guild	3,000	4	10	—	—	—	—
Mana Vortex	1,000	—	—	1	1	1	1
Battle Academy	2,000	5	5	—	—	—	—
Thieves Gauntlet	1,000	—	6	—	—	—	—

Treasury



While expensive to build, the Treasury produces additional Gold for use in creating other structures and armies. This structure adds an additional 10 percent to the Gold produced at a given city, so it pays for itself over time. It is unnecessary in shorter games, unless you desire Nagas.



PREREQUISITE

Fort
Fort
Thieves Gauntlet and Den of Thieves or Orc Tower
Sorcerer's Guild and Den of Thieves or Orc Tower
Caravan and Labyrinth or Statuary Garden
Rogue's Guild and Labyrinth or Statuary Garden
Hall of the Dead and Black Wood or Volcanic Vent
Witch Hall and Black Wood or Volcanic Vent
None
Sorcerer's Guild Level 1
Sorcerer's Guild Level 2
Sorcerer's Guild Level 3
Sorcerer's Guild Level 4
Sorcerer's Guild
Sorcerer's Guild
—
Sorcerer's Guild Level 2
None
None

FUNCTION

Produces Bandits
Produces Orcs
Produces Minotaurs
Produces Medusae
Produces Nightmares
Produces Efreeti
Produces Black Dragons
Produces Hydras
Teaches three first-level Chaos Magic spells
Teaches three second-level Chaos Magic spells
Teaches two third-level Chaos Magic spells
Teaches two fourth-level Chaos Magic spells
Teaches one fifth-level Chaos Magic spell
Teaches Death Magic spells
Teaches Nature Magic spells
Sells items
Temporarily doubles heroes' spell points
Gives each hero 1,000 experience points
Increases heroes' melee attack by +3

Den of Thieves



The Den of Thieves produces Bandits, the basic melee troop of the Chaos army. However, you must first have a Fort. Many Chaos towns start with a Den of Thieves already built.

Orc Tower



The Orc Tower produces Orcs, the basic ranged troop of the Chaos army. Building an Orc Tower is cheap and requires only that a Fort be built first.

Labyrinth



Minotaurs love mazes, so you need an elaborate Labyrinth to produce these powerful fighters. The Labyrinth requires a Thieves Gauntlet before it can be built, and it precludes the construction of a Statuary Garden in the same town.

Statuary Garden



Medusae turn their victims to stone. The Statuary Garden creates Medusae for the Chaos army. Because of the magical nature of these creatures, a Sorcerer's Tower must be built before adding a Statuary Garden. Creating a Statuary Garden prevents building a Labyrinth in the same town.

Black Wood



Powerful and dangerous Nightmares are created at the Black Wood. To erect this building, you must build a Caravan in the same town. Erecting a Black Wood means you can't build a Volcanic Vent.

Volcanic Vent



A Volcanic Vent produces deadly Efreeti. You must have a Rogue's Guild in the same town before building a Volcanic Vent. You cannot have a Volcanic Vent and a Black Wood in the same town.

Dragon Cave



The army of Chaos houses perhaps the most feared and deadly creature on the battlefield: the Black Dragon. These terrible monsters are produced in the Dragon Cave. Creating this structure requires a tremendous amount of Gold and Sulfur, and a Hall of the Dead is needed first. If you build this massive structure, you cannot build a Hydra Pond.



Hydra Pond



A Hydra Pond requires a huge amount of raw materials. Hydras are worth the effort and cost, however. You must build a Witch Hall before the Hydra Pond. A town with a Hydra Pond cannot have a Dragon Cave.

Sorcerer's Guild



The Sorcerer's Guild houses the collected knowledge of Chaos Magic. It can be built up to five levels high, and each new level adds more powerful spells. The first two levels of this building offer three first- and second-level Chaos spells. The third and

fourth levels contain two third- and fourth-level Chaos spells. Adding a fifth level produces a single fifth-level Chaos spell. Any hero who can cast Chaos spells learns all spells possible upon entering a town containing an Institute of Magic.

Hall of the Dead



Chaos is aligned with Death, allowing construction of a Hall of the Dead in Chaos towns. This adjunct to the Sorcerer's Guild adds new magic to the repertoires of heroes able to cast Death Magic spells. This building adds two Death spells at first and second level and one spell at third through fifth levels.



Witch Hall



Chaos is allied with Nature. The Witch Hall generates Nature Magic. This building offers two first- and second-level Nature Magic spells and one spell each at third through fifth levels.

Rogue's Guild



The Rogue's Guild sells items to help your heroes in their exploration and combats. You can purchase Greatswords, Crossbows, vials of Acid and Demon Fire, and potions of Restoration, Speed, and Mana.

Mana Vortex



A hero who visits a town with a Mana Vortex temporarily doubles his normal spell points. These last until depleted, making for more potent magical battles.

Battle Academy

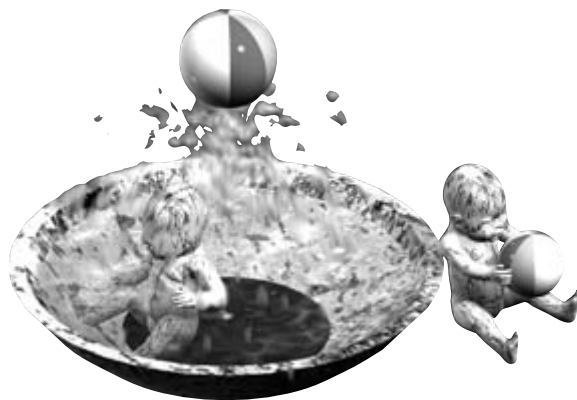


A Battle Academy confers a one-time 1,000 experience point bonus to any hero who enters the town for the first time. Any hero you recruit in a town containing this building starts at second level.

Thieves Gauntlet



This structure gives heroes a more potent offensive by increasing their melee attack rating by +3.



LIFE

Life Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Archery Range	1,500	—	—	—	—	—	—
Squire's Guild	1,500	—	—	—	—	—	—
Ballista Works	3,000	6	—	—	—	—	—
Guardhouse	3,000	3	3	—	—	—	—
Barracks	6,250	12	12	—	—	—	—
Monastery	6,250	4	4	8	—	—	—
Altar of Light	14,000	12	10	15	—	—	12
Knight's Chapter	14,000	40	32	—	—	—	—
Holy Cathedral Level 1	1,000	3	3	—	—	—	—
Holy Cathedral Level 2	1,000	1	1	—	—	—	—
Holy Cathedral Level 3	1,000	1	1	—	—	—	—
Holy Cathedral Level 4	1,000	1	1	—	—	—	—
Holy Cathedral Level 5	1,000	1	1	—	—	—	—
Order of Nature	2,500	2	2	2	—	—	—
Order of Enchantment	2,500	2	2	—	—	—	2
Order of Paladins	3,000	—	14	—	—	—	—
Abbey	1,000	4	4	—	—	—	—
Seminary	5,750	5	5	2	—	—	2
Stables	2,750	10	—	—	—	—	—



PREREQUISITE	FUNCTION
Fort	Produces Crossbowmen
Fort	Produces Squires
Archery Range	Produces Ballistae
Tavern	Produces Pikemen
Order of Paladins and Ballista Works or Guardhouse	Produces Crusaders
Abbey and Ballista Works or Guardhouse	Produces Monks
Seminary and Barracks or Monastery	Produces Angels
Stables, Order of Paladins, and Barracks or Monastery	Produces Champions
None	Teaches three first-level Life Magic spells
Cathedral Level 1	Teaches three second-level Life Magic spells
Cathedral Level 2	Teaches two third-level Life Magic spells
Cathedral Level 3	Teaches two fourth-level Life Magic spells
Cathedral Level 4	Teaches one fifth-level Life Magic spell
Holy Cathedral	Teaches Nature Magic spells
Holy Cathedral	Teaches Order Magic spells
None	Sells items and potions
None	Provides +2 morale until next battle
None	Teaches basic hero skills
None	Gives armies +5 movement for one week

Archery Range



The Archery Range produces Crossbowmen, one of the Life Army's basic units. You must have a Fort to create this structure.

Squire's Guild



Squires, the other basic unit of the Life army, are produced at the Squire's Guild. You must have a Fort to create a Squire's Guild.

Ballista Works



The Ballista Works creates Ballistae, massive siege weapons that resemble huge Crossbows. You must have an Archery Range to create a Ballista Works, and you cannot build a Ballista Works if you create a Guardhouse.

Guardhouse



The Guardhouse creates Pikemen, a mid-range melee unit for the Life army. You must have a Tavern and either a Squire's Guild or an Archery Range to build a Guardhouse. You cannot build a Guardhouse if you build a Ballista Works.

Barracks



Crusaders are built at the Barracks, which requires a substantial investment of Gold and other resources. You need an Order of Paladins and a second-level structure for producing units if you wish to build a Barracks, and you cannot produce a Barracks if you build a Monastery.

Monastery



The Monastery creates Monks, the second of the Light army's third-level troops. You need an Abbey as a second-level structure for producing units if you want to create a Monastery. If you build a Barracks, you cannot build a Monastery.

Altar of Light



The Altar of Light builds Angels, one of the Life army's most potent weapons. The creation of an Altar of Light is no small undertaking, requiring a substantial amount of resources as well as a Seminary and either a Barracks or Monastery. If you construct an Altar of Light, you cannot build a Knight's Chapter.



Knight's Chapter



The Knight's Chapter requires a massive investment of raw materials. This structure creates Champions, another deadly weapon in the Life army. The Knight's Chapter requires a Stables and an Order of Paladins as well as a unit-producing structure of the third level. Building a Knight's Chapter prevents construction of an Altar of Light.

Holy Cathedral



The Holy Cathedral is the repository for Life spells in Life cities. It can be built up to five levels high, and each new level adds more powerful spells. Any hero who enters the town learns any of the spells taught at the Holy Cathedral that he or she is capable of casting.

Order of Nature



The Order of Nature is an auxiliary building to the Holy Cathedral. It adds Nature Magic spells to the Cathedral. As additional levels are added to the Holy Cathedral, more powerful Nature spells also are added. The Order of Nature adds two first- and second-level Nature spells and one spell each at the third, fourth, and fifth levels.



Order of Enchantment



The Order of Enchantment adds spells to the Holy Cathedral as you build it. It adds two first- and second-level Order Magic spells and one spell each at the third through fifth levels.

Abbey



When an Abbey is created in a Life town, any hero or unit entering that town gets a +2 morale boost until the end of their next combat.

Order of Paladins



The Order of Paladins is a shop that offers minor magical and non-magical items for sale. Here you can purchase Swords, Armor, and potions of Restoration, Holy Water, Healing, and Mirth.



Seminary



The Seminary gives Life heroes a substantial advantage. When built, this structure can teach any hero up to four skills at the Basic level—one each from the sets of Tactics, Combat, Life Magic, Order Magic, and Nature Magic. The skills offered will be secondary skills from these categories, but any hero who does not possess the primary skill will be offered the primary skill instead. Learning a new skill at the Seminary costs 2,000 Gold per hero per skill.

DEATH

Death Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Cemetery	1,500	—	—	—	—	—	—
Torture Chamber	1,500	—	—	—	—	—	—
Barrow Mound	3,250	—	—	3	—	—	—
Kennels	3,000	4	—	—	1	—	—
Mansion	6,250	8	—	8	—	—	—
Spawning Pit	6,250	—	8	—	—	8	—
Dragon Graveyard	14,000	12	14	6	6	6	6
Temple of the Damned	14,000	6	8	—	20	—	10
Tower of Darkness Level 1	1,000	2	2	—	1	—	—
Tower of Darkness Level 2	1,000	—	—	—	1	—	—
Tower of Darkness Level 3	1,000	—	—	—	1	—	—
Tower of Darkness Level 4	1,000	—	—	—	1	—	—
Tower of Darkness Level 5	1,000	—	—	—	1	—	—
Chaos Annex	2,500	2	2	—	—	2	—
Annex of Wizardry	2,500	2	2	—	—	—	2
Armory	3,000	4	10	—	—	—	—
Undead Transformer	2,500	—	10	—	—	5	—
Necromancy Amplifier	1,000	—	6	—	3	3	—

Stables



When built, the Stables add +5 to the movement of any hero and army moving on the main map. This bonus lasts for seven days after the hero or army visits the town with the Stables.

PREREQUISITE	FUNCTION
Fort	Produces Skeletons
Fort	Produces Imps
Undead Transformer and Cemetery or Torture Chamber	Produces Ghosts
Torture Chamber	Produces Cerberi
Tavern and Barrow Mound or Kennels	Produces Vampires
Tower of Darkness and Barrow Mound or Kennels	Produces Venom Spawns
Necromancy Amplifier and Mansion or Spawning Pit	Produces Bone Dragons
Chaos Annex and Mansion or Spawning Pit	Produces Devils
None	Teaches three first-level Death Magic spells
Tower of Darkness Level 1	Teaches three second-level Death Magic spells
Tower of Darkness Level 2	Teaches two third-level Death Magic spells
Tower of Darkness Level 3	Teaches two fourth-level Death Magic spells
Tower of Darkness Level 4	Teaches one fifth-level Death Magic spell
Tower of Darkness	Teaches Chaos Magic spells
Tower of Darkness	Teaches Order Magic spells
None	Sells items
Cemetery	Converts creatures into Skeletons and Ghosts
Tower of Darkness	Increases Necromancy skill by 10%

Cemetery



The Cemetery is where the army of Death recruits Skeletons, the cheap but effective backbone of the army. Building this structure requires a Fort.

Torture Chamber



The Torture Chamber is the home of the Imps, small flying creatures that make up a large part of the Death army early on. This structure is cheap and easy to build, requiring only that a Fort be in place.

Barrow Mound



Ghosts are another major part of many Death armies because advanced Necromancers can produce them. They create the Ghosts at the Barrow Mound. An Undead Transformer is required for the Barrow Mound. You cannot build Kennels in a town containing a Barrow Mound.

Kennels



Cerberi, able to attack multiple opponents at once, are created at the Kennels. You need a Torture Chamber before you can build Kennels. You cannot build Kennels in the same town as Barrow Mounds.

Mansion



You create Vampires in the Mansion. In addition to the resources you need to pay for this structure, you must have a Tavern in your town before you can build a Mansion. If you create a Mansion, you cannot build a Spawning Pit.

Spawning Pit



The Spawning Pit is home to the Venom Spawns, the most insidious and effective weapons of the Death army. Because of its magical nature, you must build a Tower of Darkness before you build a Spawning Pit. Creating a Spawning Pit prevents the creation of a Mansion in the same town.

Dragon Graveyard



The Death army version of the Dragon is the Bone Dragon, which you create at the Dragon Graveyard. Building these massive beasts takes a huge investment and plenty of power. You must build a Necromancy Amplifier before building a Dragon Graveyard. A town containing a Dragon Graveyard cannot also have a Temple of the Damned.



Temple of the Damned



Devils are the second most frightening presence on the battlefield, after Black Dragons. You create them in the Temple of the Damned. The chaotic nature of Devils necessitates a Chaos Annex before raising a Temple of the Damned. Putting up a Temple of the Damned prevents erection of a Dragon Graveyard in the same town.

Tower of Darkness



The Tower of Darkness houses the Death Magic knowledge possessed by the army of Death. Each of its five levels offers heroes

new spells for use in combat. Any hero who can cast Death Magic spells and enters a town containing a Tower of Darkness learns the available spells. The Tower of Darkness offers three first- and second-level spells, two third- and fourth-level spells, and one fifth-level spell.

Chaos Annex



Death has allied itself with the forces of destruction and randomness inherent in Chaos. The Chaos Annex is a repository of Chaos Magic knowledge, and offers spells to heroes capable of casting these spells. Two first- and second-level Chaos Magic spells and one spell at third through fifth levels are available here.



Annex of Wizardry



Because death is part of the natural order, the army of Death also is allied with the forces of Order. This structure contains Order Magic spells for use by heroes capable of casting them. It holds two first- and second-level Order Magic spells and one spell at third through fifth levels.

Armory



The Armory sells useful items to your heroes. Available for sale here are Swords, Chain Mail, and Shields as well as potions of Poison, Clouds of Despair, Choking Gas, and Blinding Smoke.

Undead Transformer



The Undead Transformer is a unique building. This structure converts creatures whom enemies killed at any Death city into creatures usable by the Death army. The Undead Transformer changes first- and second-level creatures into Skeletons, third- and fourth-level creatures into Ghosts.

Necromancy Amplifier



The Necromancy Amplifier is a boon to any hero who possesses the Necromancy skill. This structure adds 10 percent to the power of any hero's Necromancy skill, which adds additional creatures to the hero's army after each battle.

NATURE

Nature Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Fae Trees	1,500	—	—	—	—	—	—
Wolf Den	1,500	—	—	—	—	—	—
Tiger Den	3,000	—	6	—	—	—	—
Treetop Lodge	3,000	6	—	—	—	—	—
Griffin Cliffs	6,500	6	10	4	—	—	—
Unicorn Glade	6,500	12	—	—	—	—	6
Magic Forest	14,000	14	6	7	7	7	7
Pyre	14,000	16	—	—	10	20	—
Druid's Hall Level 1	1,000	2	2	1	—	—	—
Druid's Hall Level 2	1,000	—	—	1	—	—	—
Druid's Hall Level 3	1,000	—	—	1	—	—	—
Druid's Hall Level 4	1,000	—	—	1	—	—	—
Druid's Hall Level 5	1,000	—	—	1	—	—	—
Conservatory of Life	2,500	4	4	—	—	—	—
Conservatory of Chaos	2,500	2	2	—	—	2	—
Ranger's Guild	3,500	20	—	—	—	—	—
Creature Portal	6,500	—	10	—	—	—	5
Rainbow	1,500	—	—	1	—	—	1
Sacred Grove	1,000	4	—	1	—	—	—

Fae Trees



Fae Trees are home to Sprites, one of the two basic units in the army of Nature. You must have a Fort to build these structures. Many Nature towns begin with Fae Trees already in place.



PREREQUISITE	FUNCTION
Fort	Produces Sprites
Fort	Produces Wolves
Sacred Grove and Fae Trees or Wolf Den	Produces White Tigers
Ranger's Guild and Fae Trees or Wolf Den	Produces Elves
Citadel and Tiger Den or Treetop Lodge	Produces Griffins
Rainbow and Tiger Den or Treetop Lodge	Produces Unicorns
Conservatory of Chaos and Griffin Cliffs or Unicorn Glade	Produces Faerie Dragons
Creature Portal and Griffin Cliffs or Unicorn Glade	Produces Phoenixes
None	Teaches three first-level Nature Magic spells
Druid's Hall Level 1	Teaches three second-level Nature Magic spells
Druid's Hall Level 2	Teaches two third-level Nature Magic spells
Druid's Hall Level 3	Teaches two fourth-level Nature Magic spells
Druid's Hall Level 4	Teaches one fifth-level Nature Magic spell
Druid's Hall	Teaches Life Magic spells
Druid's Hall	Teaches Chaos Magic spells
None	Sells items
Druid's Hall and Griffin Cliffs or Unicorn Glade	Summons magical creatures
None	Grants +2 luck until end of next combat
None	Provides heroes with +3 spell points

Wolf Den



Wolves are the other basic units of the Nature army. A Wolf Den is cheap and requires that a Fort be in place before you can build it.

Tiger Den



White Tigers are like Wolves, but stronger and deadlier. A Tiger Den requires the presence of a Sacred Grove before you can create it. Building a Tiger Den means you can't construct a Treetop Lodge in the same town.

Treetop Lodge



Elves are among the most useful troops in the Nature army. You create them at the Treetop Lodge. Building this structure requires building a Ranger's Guild first, and means you can't build a Tiger Den in the same town.

Griffin Cliffs



Griffins are powerful and dangerous—excellent additions to the army of Nature. Griffins live at Griffin Cliffs. This structure needs a Citadel in place before construction. You cannot build Griffin Cliffs in the same town as a Unicorn Glade.

Unicorn Glade



Unicorns live in a Unicorn Glade. You cannot build this structure until a town also has a Rainbow in place. You cannot build the Unicorn Glade if Griffin Cliffs exist in town.

Magic Forest



The Nature army's dragons are Faerie Dragons, who live in the Magic Forest. Erecting this structure is a massive undertaking, requiring a Conservatory of Chaos as well a huge amount of resources. You can build the Magic Forest in towns that do not possess a Pyre.

Pyre



Fiery Phoenixes dwell in the massive Pyre. This structure first requires creation of a Creature Portal, and the Pyre involves a huge investment. You can create a Pyre only if the town does not have a Magic Forest.

Druid's Hall



The Druid's Hall houses the massed knowledge of Nature Magic, and makes Nature Magic spells available for creatures capable of casting them to use. The Druid's Hall offers three first- and second-level spells, two third- and fourth-level spells, and one fifth-level spell. Higher level spells become available as you build new levels of the Druid's Hall.

Conservatory of Life



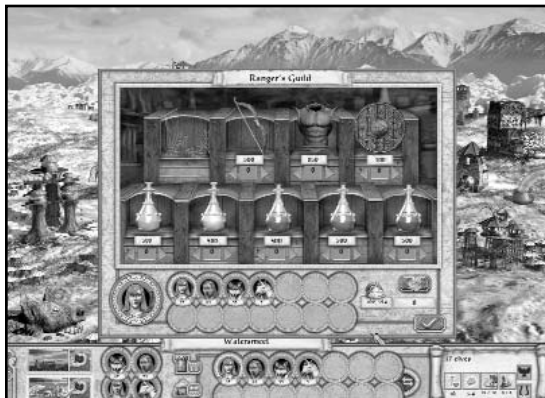
The forces of Nature and of Life are compatible, making their alliance easy to understand. The Conservatory of Life houses Life Magic spells for heroes capable of casting them to use. This structure holds two first- and second-level Life Magic spells and one spell each for levels three through five.

Conservatory of Chaos



The random, unpredictable forces of Nature have a perfect ally in the forces of Chaos, allowing for a Conservatory of Chaos in Nature towns. This building offers spells—two each at the first- and second-level and one each for levels three through five—for any hero capable of casting Chaos Magic.

Ranger's Guild



The Ranger's Guild has many items available for heroes to purchase to become more powerful. You can buy Longbows, Leather Armor, Shields, and potions of Restoration, Luck, Strength, Mana, and Toughness here.

Creature Portal



The Creature Portal is the most useful structure available to the army of Nature. You can summon many different creatures at this structure, including Air, Earth, Water, and Fire Elementals; Leprechauns, Satyrs, Waspworts, and Mantises.

MIGHT

Might Structures

STRUCTURE	GOLD	WOOD	ORE	CRYSTAL	SULFUR	MERCURY	GEMS
Longhouse	1,500	—	—	—	—	—	—
Centaur Stables	1,500	—	—	—	—	—	—
Harpy Peak	3,000	4	—	—	—	1	—
Nomad Tents	3,000	6	—	—	—	—	—
Cyclops Cave	6,500	—	4	10	—	—	—
Ogre Fort	6,250	8	8	1	1	1	1
Behemoth Crag	14,000	6	20	24	—	—	—
Cliff Nest	14,000	20	—	6	6	16	—
Arsenal	5,000	12	12	—	—	—	—
Breeding Pens	15,000	12	12	—	—	—	—
Magic Dampener	2,000	—	10	—	—	—	—
Wrestling Pits	1,000	—	6	—	—	—	—
Arena of Honor	1,000	—	6	—	—	—	—

Rainbow



The Rainbow offers help to any army or hero who enters a Nature town. Not truly a structure, the Rainbow stretches over the city, granting luck to all. Any creature or hero who enters a town containing a Rainbow gets +2 added to his or her luck until the end of the next combat.

Sacred Grove



The Sacred Grove is a blessing for any hero capable of casting spells. This structure grants every hero three permanent additional spell points. Each hero who enters a town with a Sacred Grove is entitled to one such grant.

PREREQUISITE	FUNCTION
Fort	Produces Berserkers
Fort	Produces Centaurs
Citadel and Longhouse or Centaur Stables	Produces Harpies
Caravan and Longhouse or Centaur Stables	Produces Nomads
Wrestling Pits and Harpy Peak or Nomad Tents	Produces Cyclopes
Nomad Tents or Harpy Peak	Produces Ogre Magi
Arsenal, Arena of Honor and Cyclops Cave or Ogre Fort	Produces Behemoths
Castle and Cyclops Cave or Ogre Fort	Produces Thunderbirds
None	Sells items
Cyclops Cave or Ogre Fort	Increases creature production by 50%
None	Grants heroes +10% Magic Resistance
None	Increases heroes' melee and ranged attack by +3
None	Increases heroes' melee and ranged defense by +3

Longhouse



Unstable but good in a fight, Berserkers make up a large part of the army of Might. You create Berserkers in this structure, which requires minimal investment. You need a Fort to create this building.

Centaur Stables



Centaur, along with Berserkers, form the backbone of the army of Might. Centaurs live at the Centaur Stables, an easily built structure. You must have a Fort before you can build Centaur Stables.

Harpy Peak



A Harpy Peak is home to Harpies. You must have a Citadel before you can build it. You cannot build a Harpy Peak in a town containing Nomad Tents.

Nomad Tents



You create Nomads, one of the army of Might's mid-level units, at Nomad Tents. You must have a Caravan in town if you wish to erect Nomad Tents. A town containing a Harpy Peak cannot also possess Nomad Tents.

Cyclops Cave



Cyclopes are the most powerful ranged units available to any army. Cyclopes live in the Cyclops Cave, which requires that you create Wrestling Pits before building it. A Cyclops Cave precludes an Ogre Fort in the same town.

Ogre Fort



The Ogre Fort produces Ogre Magi, a powerful force in the army of Might. An advantage of this structure is that building it requires any second-level creature structure. A town containing an Ogre Fort, however, cannot also have a Cyclops Cave.

Behemoth Crag



Huge Behemoths dominate the battlefield. Behemoths dwell in the Behemoth Crag. Building this structure is a massive undertaking that requires both an Arsenal and an Arena of Honor in addition to a massive amount of resources. A town containing a Behemoth Crag cannot also have a Cliff Nest.

Cliff Nest



The Might army does not have dragons, but it does have Thunderbirds, which you create at the Cliff Nest. You can't build a Cliff Nest until you invest in a Castle, which in turn requires a Citadel. You can erect a Cliff Nest in Might towns that have no Behemoth Crag.

Arsenal



The Arsenal sells items useful to heroes. You can purchase Axes, Battleaxes, Spears, Leather Armor, and vials of Blinding Smoke as well as potions of Restoration, Resistance, Endurance, and Quickness.

Breeding Pens



Breeding Pens are expensive to create, but are useful to the army of Might. This structure increases the town's creature production by 50 percent.

Magic Dampener



Because Might heroes and creatures are anti-magic, the Magic Dampener grants Might heroes protection from enemy spells. All heroes who enter a town containing this structure get a permanent 10 percent resistance to spells. The resistance is cumulative—each additional visit to a town containing a Magic Dampener increases this protection by an additional 10 percentage points.



Wrestling Pits

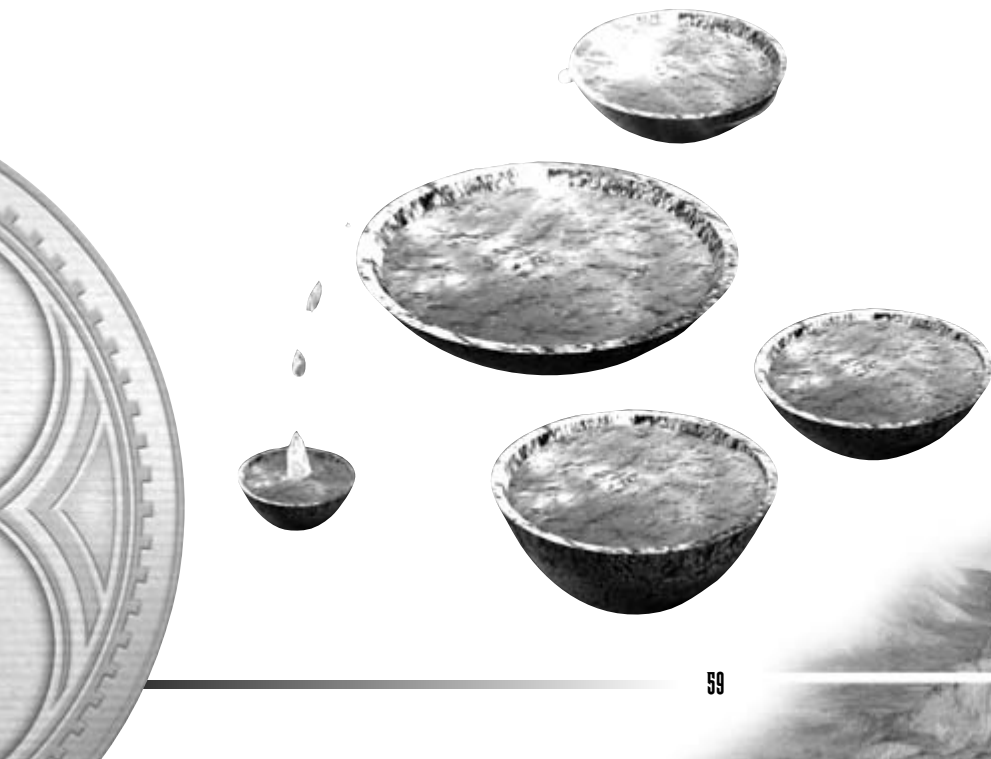


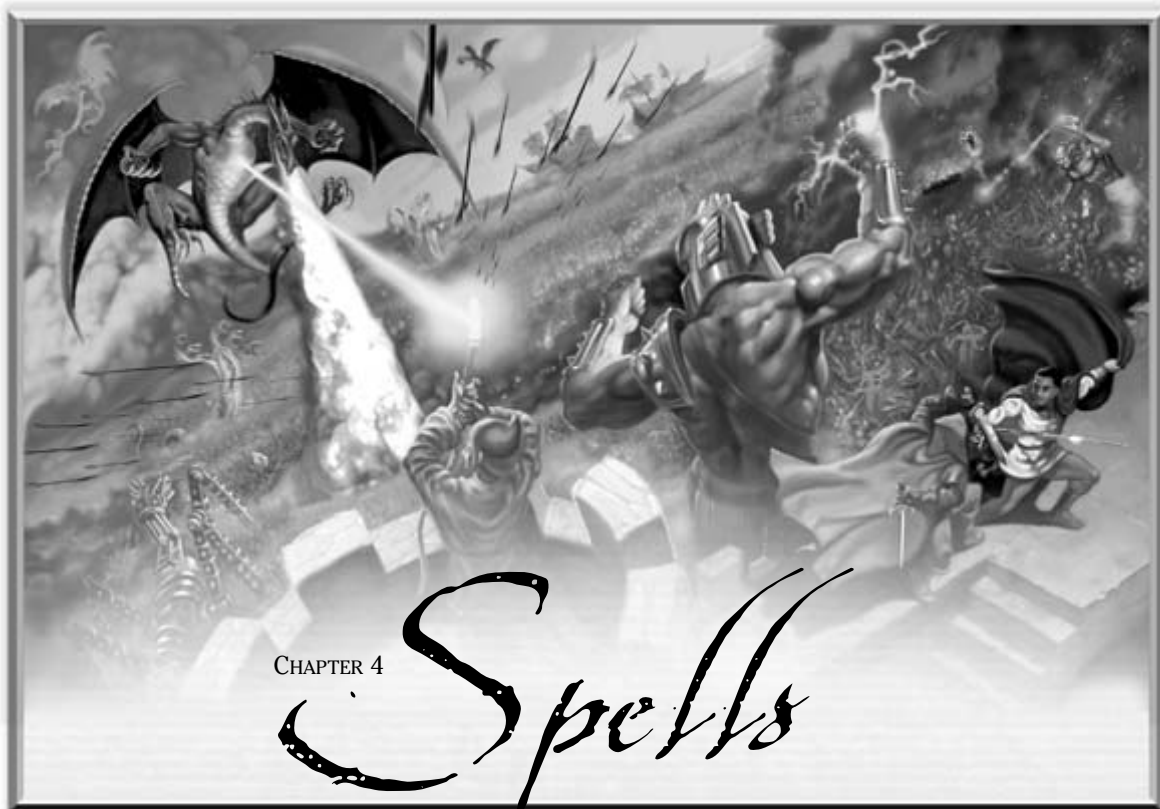
Might heroes excel in physical combat, because Wrestling Pits give a permanent +3 to any hero's melee and ranged attack.

Arena of Honor



An Arena of Honor is a boon to Might heroes. Any hero who enters a town with an Arena of Honor gains a permanent +3 to both melee and ranged defense.





SPELLS

In addition to the five basic spheres of magic (Life, Death, Order, Chaos, and Nature), the game classifies spells according to their effects. You use adventure spells, for instance, on the main map and not in combat. Blessings affect friendly creatures in positive ways; curses negatively affect enemy creatures. Damage spells directly damage enemy units. Finally, summoning spells temporarily or permanently call new creatures into being. You can cast spells listed as both adventure and blessing spells can be cast either on the main map or in combat. If cast on the main map, the spell lasts until the end of the next combat in which the army participates.

You never have access to all the spells. The spells you get from your magical structures and from items on the map are random—a part of the vast number of spells in any sphere that are available to you.

Order Spells

Order spells are defensive measures, not designed to harm enemies but rather to prevent them from using their special abilities against your troops. Order spells help level the playing field by making the enemy vulnerable.

SPELL	LEVEL	MANA COST	TYPE	FUNCTION
Bind Flyer	1	2	Curse	Removes a flying target's ability to fly, and halves movement and speed
Blur	1	2	Blessing	Increases its target's ranged defense by half
Dispel	1	2	Blessing, Curse	Removes spells from target
Displacement	1	2	Blessing, Curse	Moves target two hexes in direction of the spell caster's choosing
Endurance	1	2	Adventure	Increases army's movement on main map by 30
Magic Fist	1	2	Damage	Causes damage to a target
Precision	1	2	Blessing	Increases target's ranged attack by 25% and eliminates penalties for walls and obstacles
Precognition	1	2	Adventure	Casts Vision spell on nearby enemies and reveals details of next month
Stun	1	2	Curse	Costs target one turn
Vision	1	2	Adventure	Shows troop numbers and hero skills in an enemy army
Charm	2	3	Curse	Hypnotizes target for one combat turn
Cowardice	2	3	Curse	Prevents enemy target from attacking creatures with more hit points for three turns
Create Illusion	2	3	Summoning	Creates a duplicate of target under caster's control
Flight	2	3	Blessing	Grants target the ability to fly for one combat
Ice Bolt	2	3	Damage	Does cold damage to an enemy target
Power Drain	2	3	Curse	Doubles the cost of victim's spells
Slow	2	3	Curse	Slows target to half speed for one combat
Steal Enchantment	2	3	Curse	Removes beneficial spell from an enemy target and places it on a friendly target
Banish	3	5	Curse	Destroys summoned creatures
Forgetfulness	3	5	Curse	Prevents target from using ranged attacks for one combat
Mass Blur	3	5	Blessing	Increases ranged defense of all friendly units by three
Mass Dispel	3	5	Blessing, Curse	Removes all spells from target
Mass Precision	3	5	Blessing	Increases the ranged attack of all friendly targets by 25% and eliminates penalties for walls and obstacles
Teleport	3	5	Blessing, Curse	Moves the target from one place to another on the battlefield
Town Gate	3	5	Adventure	Moves hero and army to closest friendly town
Berserk	4	8	Curse	Forces target to attack nearest creature, whether friend or foe; is cancelled when the creature returns attack
Blind	4	8	Curse	Prevents target from attacking for three turns; is dispelled if target takes damage
Freezing Attack	4	8	Blessing	Gives target's melee attack a 30% chance of turning opponents into ice for two turns
Mass Slow	4	8	Curse	Slows all enemy targets to half speed for one turn
Phantom Image	4	8	Summoning	Creates a duplicate of a creature
Hypnotize	5	12	Curse	Puts target under caster's control for three turns
Pain Mirror	5	12	Blessing	Reflects 50% of damage done to target on the attacker
Steal All Enchantments	5	12	Curse	Removes all beneficial enchantments from enemy targets and distributes them randomly among friendly units

Chaos Spells

Chaos spells are the opposite of Order spells. They aim to destroy the enemy, often with fire. This destruction is carried out through blessings on friendly troops, allowing them to more effectively kill.

SPELL	LEVEL	MANA COST	TYPE
Acid	1	2	Curse
Bloodlust	1	2	Blessing
Demon Fire	1	2	Damage
Fire Aura	1	2	Blessing
Fire Shield	1	2	Blessing
Haste	1	2	Blessing
Magic Arrow	1	2	Damage
Mana	1	2	Adventure, Blessing
Quickness	1	2	Blessing
Sparks	1	2	Damage
Speed Potion	1	2	Blessing
Confusion	2	3	Curse
Fire Bolt	2	3	Damage
First Strike	2	3	Blessing
Mana Flare	2	3	Blessing
Misfortune	2	3	Curse
Spell Shackle	2	3	Curse
Bloodfrenzy	3	5	Blessing
Fire Ring	3	5	Damage
Fireball	3	5	Damage
Lightning	3	5	Damage
Magic Mirror	3	5	Blessing
Mass Slayer	3	5	Blessing
Cat Reflexes	4	8	Blessing
Cloud of Confusion	4	8	Curse
Implosion	4	8	Damage
Inferno	4	8	Damage
Mass First Strike	4	8	Blessing
Mass Misfortune	4	8	Curse
Armageddon	5	12	Damage
Chain Lightning	5	12	Damage
Disintegrate	5	12	Damage

FUNCTION

Reduces target's melee and ranged defense by 20%; prevents resurrection when cast on a dead creature

Increases the damage done by its target by 25% for one combat

Does fire damage to targets in a small area

Makes target do minor fire damage in melee combat

Does damage to any creatures attacking target in melee

Increases target's speed and movement by three for one combat

Damages a single target

Gives hero 25 spell points

Gives target extra attack for two turns

Damages all targets within three hexes of the caster

Grants target +3 speed until the end of combat

Makes target lose next action

Does fire damage to a single target

Grants First Strike ability to the target

Reduces the cost of all spells for all casters by two

Gives bad luck to single target

Causes enemy spell caster to take damage when casting a spell

Enhances by 25% the damage done by all friendly units

Creates a ring of fire around caster, damaging all nearby targets

Causes a 3X3 explosion, damaging all units in the blast

Unleashes a bolt of electricity that damages a single target

Reflects hostile spells on the caster (spell still affects the original target)

Enhances damage done by friendly units to 4th-level enemies by 50%

Gives extra attack to friendly targets

Costs targets in a 3X3 square their next action

Inflicts massive fire damage on a single target

Inflicts fire damage on targets in large area

Gives friendly units First Strike ability

Gives bad luck to enemy units

Damages units on combat map

Unleashes lightning bolt which arcs to damage up to four other nearby targets

Does massive damage to a single target army, which cannot be raised or resurrected until after the comb

Life Spells

Life spells both heal and protect. In this sphere of magic, there are spells to ward off other spells and elemental powers.

SPELL	LEVEL	MANA COST	TYPE
Bind Wound	1	2	Adventure, Blessing
Bless	1	2	Blessing
Cold Resistance	1	2	Blessing
Exorcism	1	2	Blessing
Fire Resistance	1	2	Blessing
Heal	1	2	Adventure, Blessing
Holy Word	1	2	Damage
Insubstantial	1	2	Blessing
Morale	1	2	Adventure, Blessing
Ranged Protection	1	2	Blessing
Spiritual Armor	1	2	Blessing
Summon Ship	1	2	Adventure
Chaos Ward	2	3	Blessing
Death Ward	2	3	Blessing
Defender	2	3	Blessing
Heal	2	3	Adventure, Blessing
Heavenly Shield	2	3	Blessing
Holy Water	2	3	Blessing, Curse
Life Ward	2	3	Blessing
Martyr	2	3	Blessing
Mirth	2	3	Blessing
Nature Ward	2	3	Blessing
Order Ward	2	3	Blessing
Retribution	2	3	Blessing
Song of Peace	2	3	Curse
Celestial Armor	3	5	Blessing
Holy Shout	3	5	Damage
Mass Bless	3	5	Blessing
Mass Healing	3	5	Adventure, Blessing
Regeneration	3	5	Adventure, Blessing
Mass Chaos Ward	4	8	Blessing
Mass Death Ward	4	8	Blessing
Mass Exorcism	4	8	Blessing
Mass Fervor	4	8	Blessing
Mass Nature Ward	4	8	Blessing
Mass Order Ward	4	8	Blessing
Prayer	4	8	Blessing
Divine Intervention	5	12	Adventure, Blessing
Guardian Angel	5	12	Blessing
Resurrection	5	20	Blessing
Sanctuary	5	12	Blessing

FUNCTION

Heals some damage on one target
 Makes target do maximum damage
 Confers on target immunity to cold-based spells and halves damage from cold attacks
 Removes negative spells from a friendly target
 Confers on target immunity to fire spells and halves damage from fire attacks
 Heals all wounds; cures Poison and Plague; can only be cast on self
 Damages a single Death unit
 Doubles target's ranged and physical defense
 Gives target +5 morale until the end of combat
 Doubles target's ranged defenses
 Increases target's melee and ranged defenses by 25%
 Brings single ship to caster's location
 Confers on target 50% more resistance to Chaos spells and Chaos-aligned enemies
 Confers on target 50% more resistance to Death spells and Death-aligned enemies
 Increases the melee and ranged defense of friendly targets by half
 Restores lost hit points; cures Poison and Plague two spells
 Grants caster additional hit points
 Functions as Death Ward and Bless when used on caster, as Holy Word when used on enemy
 Confers on target 50% more resistance to Life spells and Life-aligned enemies
 Transfers damage done to one friendly target to a second friendly target
 Gives target maximum morale
 Confers on target 50% more resistance to Nature spells and Nature-aligned enemies
 Confers on target 50% more resistance to Order spells and Order-aligned enemies
 Gives friendly target additional retribution in melee combat
 Prevents target from attacking or casting damaging spells for one turn
 Confers 25% additional defense on friendly targets
 Damages Death-aligned enemies
 Gives friendly units maximum damage capability
 Cures some damage to friendly units
 Allows target to regenerate lost hit points every turn
 Confers on friendly targets 50% more resistance to Chaos spells and Chaos-aligned creatures
 Confers on friendly targets 50% more resistance to Death spells and Death-aligned creatures
 Removes negative spells from all friendly units
 Increases morale of friendly units
 Confers on friendly targets 50% more resistance to Nature spells and Nature-aligned creatures
 Confers on friendly targets 50% more resistance to Order spells and Order-aligned creatures
 Increases hit point and damage of Life creatures by 25%
 Removes some damage from friendly units
 Gives targets an extra life in combat
 Restores life to dead creatures
 Protects target from being attacked or targeted by spells; available to one unit, and ends if that unit moves, attacks, or casts spells

Death Spells

Death magic spells are curses that make enemy troops less effective, steal their abilities and health, and grant these attributes to your troops.

SPELL	LEVEL	MANA COST	TYPE
Cancellation	1	2	Curse
Choking Gas	1	2	Curse
Curse	1	2	Curse
Despair	1	2	Curse
Disrupting Ray	1	2	Curse
Panic	1	2	Blessing
Poison	1	2	Curse, Damage
Poison Attack	1	2	Blessing
Raise Skeleton	1	2	Summoning
Smoke	1	2	Blessing
Aging	2	3	Curse
Animate Dead	2	3	Summoning
Fatigue	2	3	Curse
Life Drain	2	3	Damage
Mire	2	3	Adventure
Sorrow	2	3	Curse
Terror	2	6	Curse
Unholy Song	2	3	Curse
Weakness	2	3	Curse
Aura of Fear	3	5	—
Magic Leech	3	5	Curse
Mass Cancellation	3	5	Curse
Mass Curse	3	5	Curse
Plague	3	5	Curse, Damage
Raise Ghost	3	5	Summoning
Death Call	4	8	Summoning
Mass Sorrow	4	8	Curse
Mass Weakness	4	8	Curse
Summon Ice Demon	4	8	Summoning
Vampiric Touch	4	8	Blessing
Hand of Death	5	12	Curse
Raise Vampires	5	12	Summoning
Sacrifice	5	12	Blessing

FUNCTION

Removes beneficial spells from target

Reduces damage inflicted by target by 15%, and reduces target's melee and ranged defenses by 15%; not effective on mechanical, undead, or elemental creatures

Minimizes target's ability to do damage in combat

Reduces by two the morale of all targets in large area

Reduces by 20% the target's melee and ranged defense

Makes anyone whom the target attacks flee in terror rather than retaliate

Damages target every round for one combat

Renders target's attack poisonous

Raises skeletons for one combat

Creates smoke cloud that reduces ranged attacks by half

Reduces damage done by target by 25%; reduces target's ranged and melee defense by 20% and target's speed and movement by half

Raises killed creatures for the remainder of combat

Reduces target's speed and movement by half

Steals hit points from Life and Nature targets, grants stolen hit points to caster

Causes target to move at half speed on main map

Gives target maximum negative morale

Costs a single target its next two actions

Reduces damage from all Life units by 20%, reduces Life units' defense by 20%

Reduces by 25% damage done by target

Prevents enemies from retaliating against target unless they are immune to Death, Fear, or Mind spells

Doubles cost of target's spells; grants half to caster

Removes beneficial spells from enemies

Minimizes damage by all enemy units

Infects with debilitating disease all units on map except Death-aligned and non-living targets

Raises ghosts for one combat

Raises creatures from enemy ranks for one combat

Causes enemy targets to lose morale

Reduces damage from enemy units by 25%

Summons Ice Demons

Grants target one hit point for every two points of damage he or she inflicts

Instantly kills targeted enemy units

Raises vampires who disappear after combat

Kills one friendly target, then gives twice its hit points to another friendly target

Nature Spells

These spells are more positive versions of Death spells. Death magic drains morale from opponents; Nature spells grant it to allies. Also, Nature spells summon creatures to fight a single battle while your regular troops remain safe.

SPELL	LEVEL	MANA COST	TYPE
Binding	1	2	Curse
Health	1	2	Adventure, Blessing
Luck	1	2	Adventure, Blessing
Pathfinding	1	2	Adventure
Speed	1	2	Blessing
Stoneskin	1	2	Blessing
Strength	1	2	Adventure, Blessing
Summon Imp	1	2	Summoning
Summon Leprechaun	1	2	Summoning
Summon Sprite	1	2	Summoning
Summon Wolf	1	2	Summoning
Terrain Walk	1	2	Blessing
Fortune	2	3	Blessing
Giant Strength	2	3	Blessing
Magic Resistance	2	3	Blessing
Quicksand	2	3	Curse
Snake Strike	2	3	Blessing
Summon Cerberus	2	3	Summoning
Summon Elf	2	3	Summoning
Summon Satyr	2	3	Summoning
Summon White Tiger	2	3	Summoning
Wasp Swarm	2	3	Curse
Anti-Magic	3	5	Blessing
Mass Speed	3	5	Blessing
Necromancy Ward	3	5	Blessing
Summon Air Elemental	3	5	Summoning
Summon Earth Elemental	3	5	Summoning
Summon Fire Elemental	3	5	Summoning
Summon Ice Demon	3	5	Summoning
Summon Water Elemental	3	5	Summoning
Mass Fortune	4	8	Blessing
Mass Snake Strike	4	8	Blessing
Summon Griffin	4	8	Summoning
Summon Unicorn	4	8	Summoning
Summon Venom Spawn	4	8	Summoning
Summon Waspwort	4	8	Summoning
Dragon Strength	5	12	Blessing
Summon Devil	5	12	Summoning
Summon Faerie Dragon	5	12	Summoning
Summon Mantis	5	12	Summoning
Summon Phoenix	5	12	Summoning

FUNCTION

Prevents target from moving, and halves its damage in combat
 Increases hit points of target by 25% until end of combat
 Increases target's luck by five until end of combat
 Waives army's movement penalty on main map
 Increases by three target's speed and movement
 Increases by 25% target's ranged and melee defense
 Increases target's melee damage by 25% until the end of combat
 Summons imps
 Summons leprechauns
 Summons sprites
 Summons wolves
 Confers to target the ability to walk on terrain during combat
 Grants target maximum luck
 Increases by 25% target's hit points and damage
 Reduces damage to target from spells by half, and allows target to resist spells 50% of the time
 Creates patch of quicksand, reducing movement
 Grants target First Strike capability for one combat
 Summons Cerberi
 Summons elves
 Summons satyrs
 Summons tigers
 Distracts target, causing target to lose action for one round; not effective on undead or mechanical creatures
 Grants immunity to spells for one combat
 Increases by three movement and speed of friendly units
 Blocks Raise Dead and Animate Dead spells
 Summons air elementals
 Summons earth elementals
 Summons fire elementals
 Summons Ice Demons
 Summons water elementals
 Grants maximum luck to all friendly targets
 Grants First Strike capability to all friendly units for one combat
 Summons griffins
 Summons unicorns
 Summons Venom Spawn
 Summons Waspworts
 Doubles target's hit points and damage capability
 Summons devils
 Summons Faerie Dragons
 Summons mantises
 Summons phoenixes



BUILDING A BETTER TOWN

Your towns are more than a place to hang your hero's hat. They are the center of your ever-expanding empire. Your towns resurrect heroes who fall in battle. They recruit new creatures for your armies and develop new spells for your heroes. They generate income, give bonuses, and offer protection from enemy forces. So make your towns efficient and effective.

Your towns give you four important things (three, if you're dealing with Might towns): resources, armies, spells, and power-ups. (Might towns don't give spells.) To get them all efficiently, prioritize.

Starting Out

As you saw in Chapter 3, an Order town in one part of the map is potentially the same as an Order town on any other part of the map. The only differences possible between built towns are the types of Level 2, 3, and 4 creature structures. You can't build a Mana Vortex in an Order town, for example. The town dictates what you can and can't build.

You want everything in the town that serves as your base of operations. You start with Gold and other resources, and your hero collects resources early on. Still, you need to decide what buildings are most important.



WHAT YOU GET AT THE START OF A SCENARIO IS SOMETIMES ALMOST NOTHING.

The most important building, if you don't have one, is a Fort. Without a Fort, you can't build any creature structures and thus can't reinforce your army. Towns you start with have a Fort in place.

Your starting resources buy you the first level or two of your spellcasting guild, your first- and second-level creature generators, and either a third-level creature generator or a City Hall. What you choose depends on the difficulty of the map you are playing. A tough map with difficult neutral armies will persuade you to get powerful creatures early to

assist in collecting resources. On an easier map, where a smaller army is effective, the additional Gold created by a City Hall is more attractive.



HERE'S A TOWN ON THE FIRST DAY OF A SCENARIO. THERE'S NOT MUCH HERE, BUT THAT CHANGES SOON.

Build a City Hall. This structure generates cash, allowing you to build your armies as well as add to your town. A town containing a City Hall generates 8,000 Gold a week, more than enough to buy all the creatures produced by the town's first- through third-level generators with enough left over for minor additions every week or a major one every two or three weeks. Any additional money and resources you collect add to the speed with which you can expand the town.

Further Expansion

Adding magical structures is important in all but Might towns. Nothing is more frustrating than having a spellcasting hero capable of third- or fourth-level spells and only being able to provide him or her with first- and second-level spells.

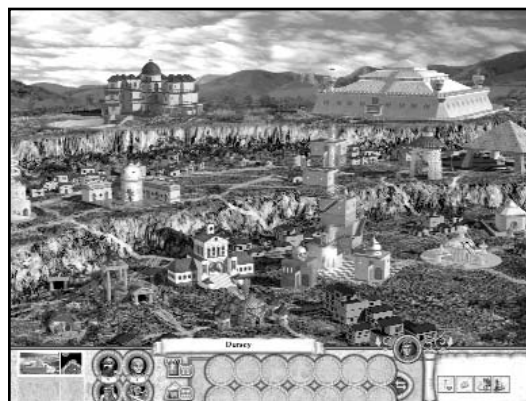
Adding to these structures is simple and inexpensive. Build up the magical structure to its highest level after completing your initial expansion. If your hero can cast third-level spells, you need at least a third-level tower; and a fourth or fifth level is better.



A FEW DAYS LATER, THAT TOWN HAS A CITY HALL AND CAN PRODUCE NAGAS, A THIRD-LEVEL CREATURE.

Add the magical guilds. These offer flexibility in hiring heroes and make spellcasters from allies more useful by making sure they have a couple of spells to cast when you hire them.

Add power-up structures, such as the Rainbow in the Nature town or the Seminary in the Life town. These offer benefits to your hero either permanently or each time the hero visits the town. Giving your hero edges in combat makes your battles run more smoothly. Those small advantages also keep your heroes and armies alive, and help strengthen your empire.



YOU HAVE DRAMATICALLY ADDED TO THE TOWN. ANY HERO CAPABLE OF CASTING ORDER, LIFE, OR DEATH MAGIC CAN GET UP TO FIFTH-LEVEL SPELLS.

Add a Caravan, allowing you to move troops from town to town and bring in troops from any creature generator you've captured. Its price is steep, but a Caravan pays for itself in convenience and in time savings. You can create larger armies and get them where you want them faster, because they don't have to collect additional troops before heading into battle.

Final Stages

At this point you add the expensive structure—your fourth-level creature generator. This building is a bank-breaker, costing 14,000 Gold plus a huge amount of other resources.

You must have the mines to back up this expansion, the most important of these being Gold. Unless you have a Gold Mine, the weekly cost of building your troops outstrips what the town brings in. A Gold mine and a City Hall, however, generate enough money to purchase every creature available to you.

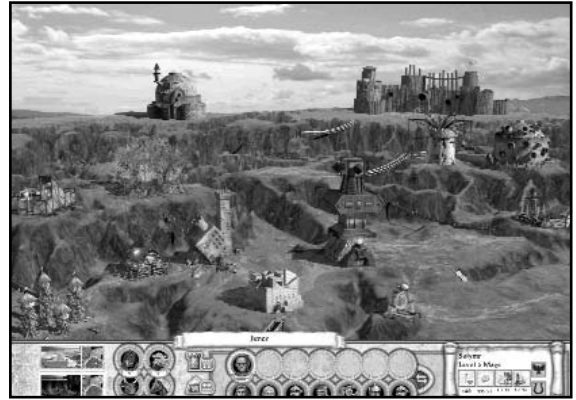


HERE'S THE TOWN COMPLETED EXCEPT FOR THE FOURTH-LEVEL GENERATOR.

In the final stages, add structures you neglected earlier. The Citadel and Castle are good additions at this point if you haven't built them as prerequisites for a desired creature generator.

MULTIPLE TOWNS

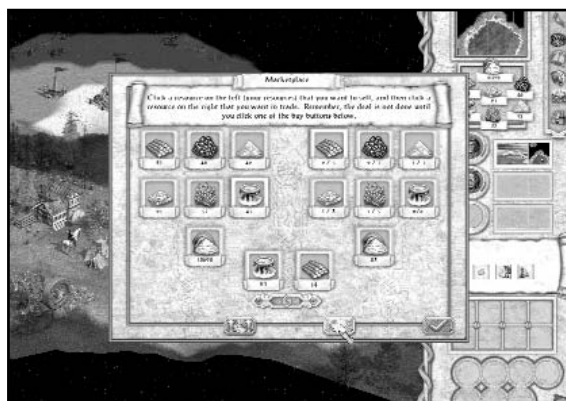
What works for one town works for many. The basic principles are the same, whatever the number of towns. A town containing a City Hall and a third-level creature generator pays for itself and has a surplus of 1,000 to 1,500 Gold every week. Two towns containing City Halls are as efficient as one town containing a City Hall.



THIS TOWN HAS A LOT, BUT YOU MUST UPGRADE THE VILLAGE HALL.

The problem is prioritizing between towns. If you have two towns to build up right away, make building up to a City Hall in one your top priority. Generate money, and all else falls into place. If you build too quickly without securing a source of Gold, you can quickly outstrip your resources, leaving armies unbought and the town unprepared to defend itself. To repeat: Building a City Hall is the most important task you face in any newly conquered town.

In deciding what to build in two or more towns, consider which town is most critical to your success as well as what the towns still need. A town that lacks only a few structures is a lower priority than one you're just beginning to build up. If the two towns are equally developed, devote the bulk of your building resources to the one that supplies most of your hero's armies.



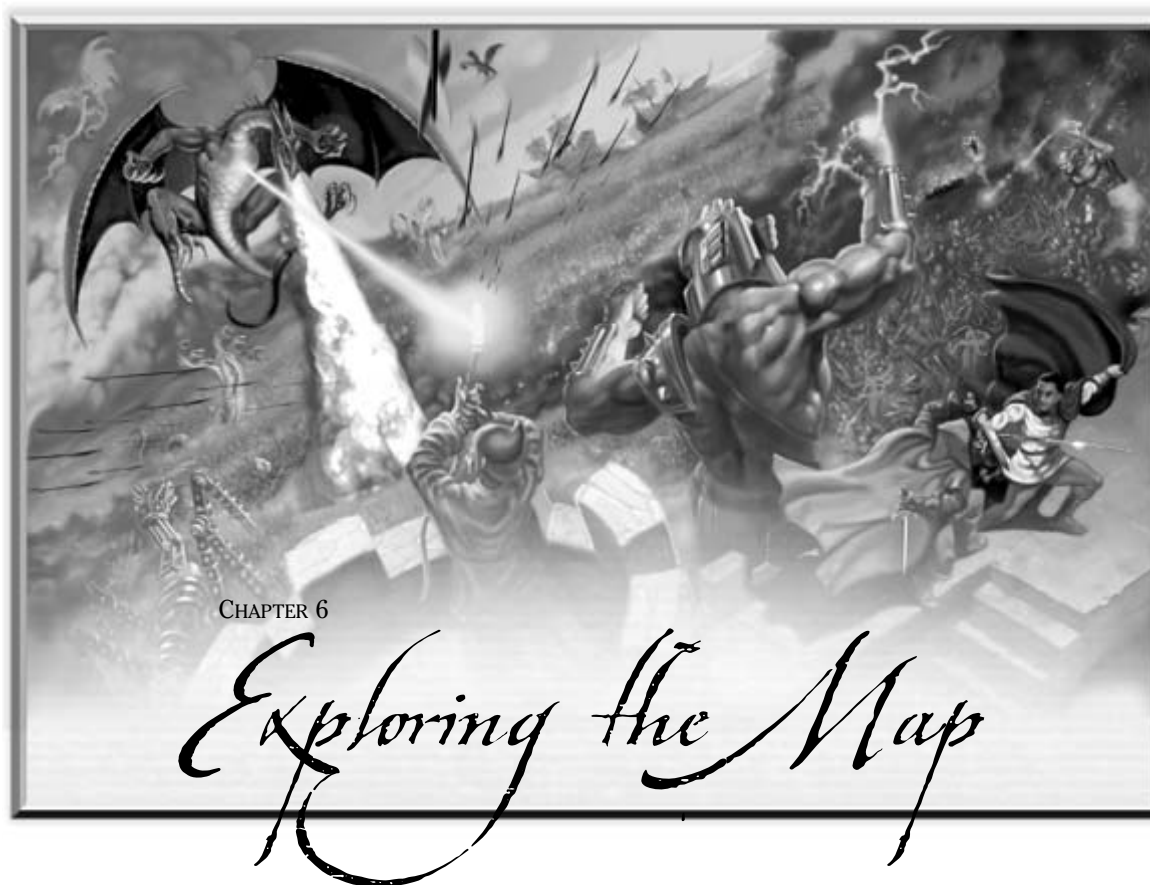
ORDER HAS LESS NEED FOR MERCURY THAN FOR OTHER RESOURCES. GO TO THE MARKET TO CONVERT YOUR EXCESS RESOURCES INTO SOMETHING MORE USEFUL.

What's true of one town is true of many. Adding an Order town to the Death town mentioned above means an increased need for Gems, because many of the structures Order can build require Gems. But the Order town would not create much additional need for Crystal or Mercury.

If you're short on Gold or some other resource, go to the Market to make up the shortfall.

or Mercury.
s short on Gold
er resource,
arket to make
fall.





THE BASICS

Every map in *Heroes of Might and Magic IV*, even the smallest, has dozens of items to find and use. Each item helps you win the scenario or campaign you are playing when you find the items and claim them.

Here are some strategies to help you find what you need when you need it.

Be Methodical

Don't haphazardly explore the area around your initial town. Some scenarios force you to search in a particular direction (Escape from Biggun's Playground, for example), but most don't. Before you start wandering, take a good look around.

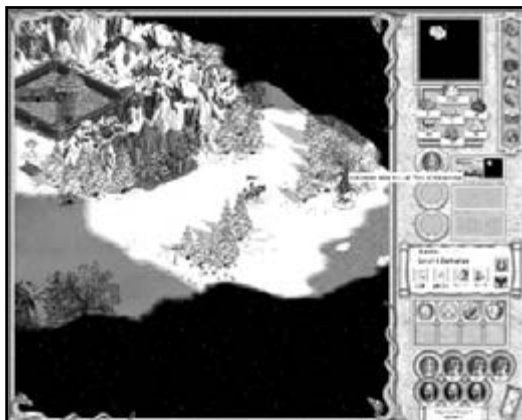
You can usually see at least part of a mine or two. Explore these areas first. You want at least one of every mine type, but getting a Sawmill and Ore Mine early is important, because you use more of these resources than everything (but Gold).



FROM YOUR STARTING POSITION, A SAWMILL IS TO THE LEFT AND AN ORE MINE IS TO THE RIGHT.

After you have Wood and Ore coming in daily, explore outward from those mines. If you have roads, stick to them. You can cover more distance each turn on a road. Keep your eyes open for mines, but don't ignore other resources. If you only need two Crystals to build something, a patch of Crystal or a campfire may be what you need at the moment. Look for mines, but pick up everything. You can put those resources to work for you right away.

Keep a lookout for important buildings, such as creature generators you can use to strengthen or augment your army. These help you make building decisions for your town. If you find a Minotaur generator near a Chaos town, for instance, build Medusae in that town so you can include both creatures in your armies.



THE TREE OF KNOWLEDGE GRANTS YOUR HERO A LEVEL OF EXPERIENCE.

Your heroes live and die by the amount of experience they have, so never pass up an opportunity for free experience. Structures such as Dream Teachers and Learning Stones give your hero an experience boost—often enough to raise your hero a level.

Forward Is Better, to a Point

Most scenarios place every resource within a few days' travel of your town. If you've walked in one direction for a couple of days and haven't found a particular mine, switch to a different direction.





FOUR DAYS OUT OF TOWN AND NO SIGN OF SULFUR. DOUBLE BACK.

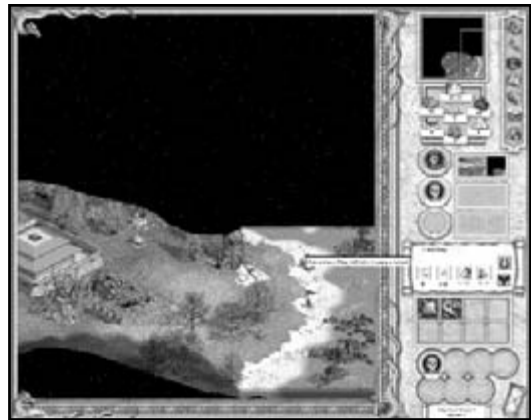
You often find resource mines adjacent to or in a circle around your town, with Wood and Ore closest. Explore an ever-widening circle around your town to eventually run into everything.

EXPLORATION TRICKS

A few tricks aid you in exploration. Nothing is more frustrating than not being able to find a critical mine in—or a way out of—your starting area. These tricks are most useful early on, but also come in handy if you capture a new town in an unexplored area.

Single-Unit Stacks

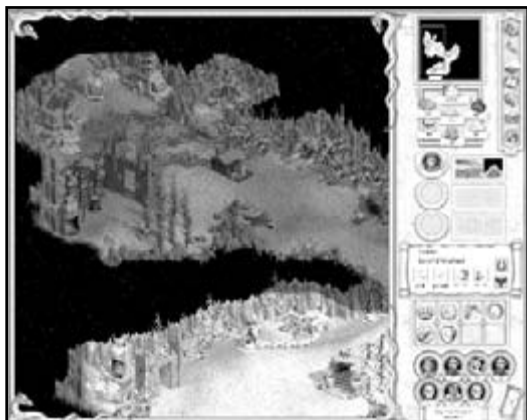
A single-unit army is a cheap way to grab resources and remove large sections of the shroud. Use this tactic on your first turn in any scenario or campaign. It is helpful in finding mines and critical structures.



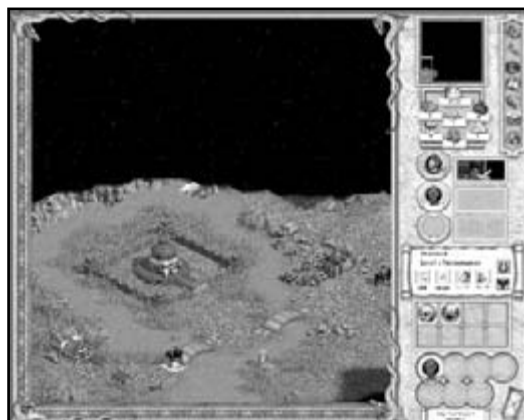
WHILE THE HERO EXPLORES TO THE WEST, A HALFLING CHECKS OUT THE EAST.

When purchasing troops, buy everything for your army except a single Level 1 creature. Move your hero and his army out to explore. When your hero is done moving, go to town and buy that last creature. Send the creature in a different direction, and have it pick up any resources it finds loose on the ground. This single-unit army—which cost you a few Gold—is as capable of revealing what's under the shroud as your hero. What's more, any resources it grabs go to your town as if your hero had grabbed them.

This lone unit can't claim anything for you and is annihilated if attacked, but a single first-level creature makes little difference in your starting army, and is cheap enough that its loss is scarcely felt. If the unit explores a couple of turns, finding a couple of items and mines, it more than pays for itself.



A HALFLING REVEALED THE TERRAIN TO THE NORTH. NOT BAD FOR A UNIT THAT COST GOLD.



WHILE THE FIRST HERO GOES EAST, THE SECOND CAN GRAB THIS SAWMILL.

Note

ANY ARMY WITHOUT A HERO THAT GRABS A TREASURE CHEST AUTOMATICALLY GIVES YOU THE MONEY FOR IT. IT DOES NOT HAVE THE OPTION OF TRADING THE CASH FOR EXPERIENCE.

Single Heroes

Another way to enhance exploration is to send out a second hero without an army. This is the same as sending out a lone unit, but has a couple of added benefits and one significant added risk.

Note

THIEVES ARE EXCELLENT HERO CHOICES FOR EXPLORING. THEIR SCOUTING SKILL LETS THEM CLEAR MORE OF THE SHROUD THAN OTHER HEROES CAN CLEAR.

The downside is that you have more invested in a single hero than in a Level 1 creature. The least expensive hero costs 1,500 Gold. On the other hand, a single hero can retreat from battle. In that case, you lose nothing except time, because retreating sends him back to his home town.

Terrain

Be aware of the terrain on which you are walking. Many items reduce the penalties for traversing difficult terrain. Also, entrances to rougher terrain have structures that grant you movement bonuses or negate penalties for seven days at a time. Use these whenever possible. The farther you move each turn, the more you can find and capture. Anything that adds to your movement is helpful when exploring.



MANY ITEMS INCREASE YOUR MOVEMENT OR REDUCE TERRAIN PENALTIES. USE THEM.



WHILE THE HERO'S GROUP MOVES FORWARD, REINFORCEMENTS FOLLOW.

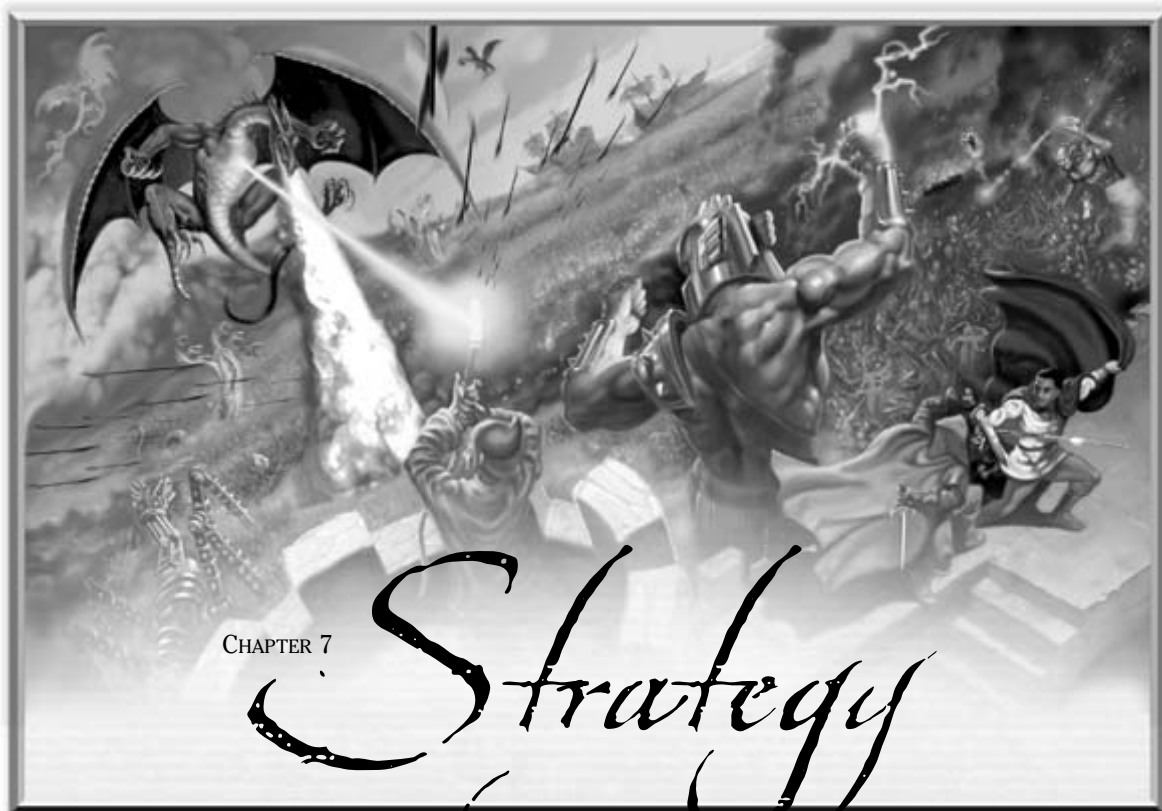
To keep your hero reinforced on the march, send newly purchased units after the heroes. The units catch up quickly because they walk to the heroes' location while they and their army are moving back and forth, picking up items and fighting neutral armies.

These reinforcements give a hero's army the extra muscle it needs to break through difficult opponents. Because you needn't send the hero home to pick up troops, you save several days.

Trailing Armies

Suppose you explore the area, and the one item you need is guarded by a force too strong for your hero's army. Why run your hero all the way back to town, losing days of time, when you can bring the army to him?





CHAPTER 7

Strategy

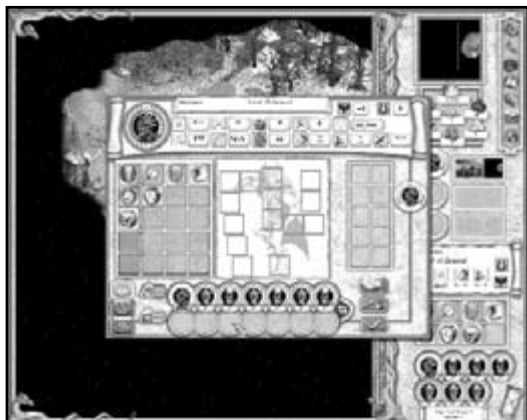
ARMY FORMATION

Building a powerful army isn't difficult, but you must make wise decisions about what to add to your army throughout the game.

In any town, you can build up to five army types—two Level 1 units, and one each at Levels 2 through 4. Each army type has available a melee unit and either a ranged unit or a flying unit at each level.

If you build a second-level melee unit, make the third-level unit a ranged unit, and vice versa. If you build Ballistae in a Life town, for instance, choose Crusaders for third-level troops. If you build Pikemen at Level 2, choose Monks at Level 3.

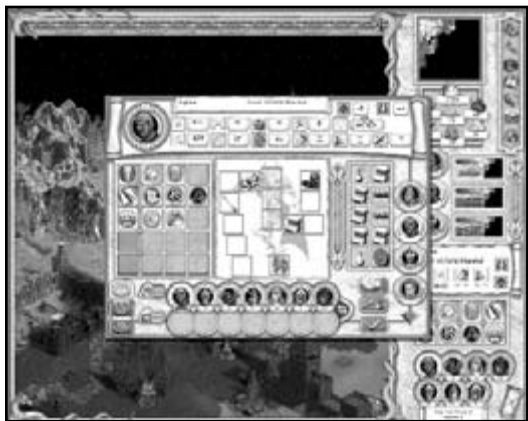
Each army can hold up to seven groups of units—a hero and up to six other groups. Because a town can produce only five different unit types, a complete army has the same unit type in at least two slots. Using all six group slots has some advantages. Two or three small groups of Halflings rather than one large group has two specific benefits.



WHEN YOUR ARMY CONSISTS OF ONLY A FEW UNIT TYPES, SPLIT THEM INTO GROUPS TO ALLOW MORE FLEXIBLE ATTACK STRATEGIES.

First, multiple groups allow multiple attacks—useful when fighting small groups of powerful enemies. A large attacking group amounts to overkill against a single small enemy group, but two smaller groups let you successfully attack two enemy groups in one turn.

The other advantage is that when your army is under attack, a smaller part of it is at risk from any one attack.



KEEP ALIGNMENTS IN MIND WHEN YOU BRING NEW TROOPS INTO YOUR ARMIES. CONFLICTING ALIGNMENTS MAKE FOR BAD MORALE.

When adding new troops, keep unit types together by alignment. Order troops get along best with other Order troops, less well with Life and Death troops, and poorly with Nature and Chaos troops. In terms of Morale, the strongest army is one made up of troops sharing the same philosophy.

Consider exceptions to this rule if you have an opportunity to add extremely powerful creatures to your army. The addition of Black Dragons to a Nature or Death army makes up for the Morale problem their presence causes.

Never put yourself in a situation where opposing units are in the same army force. Order is allied with both Life and Death, but never place both Life and Death units in an Order army. If you must place units of differing philosophies in a single army, do not use more than two different philosophies, even if they are compatible.

HEROES

Your towns are the focus of your empire, but your heroes are the focus of your army groups. Your heroes are the most flexible of your units, capable of casting a variety of spells. They can launch effective attacks and defenses against the strongest creatures, claim buildings for your team, and command massive forces in battle. Develop your heroes wisely, to make them more useful to you.

Heroes can learn nine different skills: five categories of spellcasting, plus Tactics, Combat, Scouting, and Nobility. Of the nine, each hero can learn five. A hero doesn't have to specialize, but you have to make some choices.



YOUR HERO'S PROFILE INDICATES WHICH FIVE SKILLS YOU'VE CHOSEN FOR HIM OR HER AND HIS OR HER LEVEL OF PROFICIENCY IN EACH.

These choices are most critical when your hero gets a chance to learn a new area of spellcasting. Select an area in tune with your towns. If you possess mostly Death towns, for example, choose Death, Order, and Chaos spells, because your hero can learn these spells in your towns. You have fewer opportunities to learn Nature and Life spells until you possess towns that offer these spells.

What other skills to give your heroes comes down to personal choice. Nobility skills are useful, but it is excessive to have multiple heroes with Nobility. You only need one hero to act as governor for your towns, which is the real purpose of the Nobility skill. Tactics skills are more valuable than Combat skills. Combat skills make your more effective. But Tactics skills enhance the ability of every unit in your hero's army to cause damage, defend against damage, and act quickly in combat.

COMBAT

Combat, against both neutral and enemy armies, is the meat of the game. Battle makes or breaks a competitor. If you excel at combat, you can let other aspects of your empire slide a bit. Conversely, poor combat skills make even the most finely tuned kingdom vulnerable to invasion and decline.

A few specific combat techniques improve your chances against equal odds, and help you keep your armies alive and healthy when battling superior forces.

Fighting Easy Battles

Even battles against weaker opponents warrant attention to strategy. Attacking carelessly or incautiously can cost you troops. You can nickel and dime your army to ineffectiveness. Attack wisely, so you walk out of these battles with your forces intact.

Keep fragile units and important ones (heroes included) in the rear of the formations. Making tight formations around weak units saves lives.

Ranged Attacks

To keep your armies strong, concentrate your ranged attacks on any enemy ranged units. Reduce the enemy's power to strike at your units from range, and you can reduce troop losses. Attack ranged units with spells, because casting a spell on enemy units does not invite retaliation.



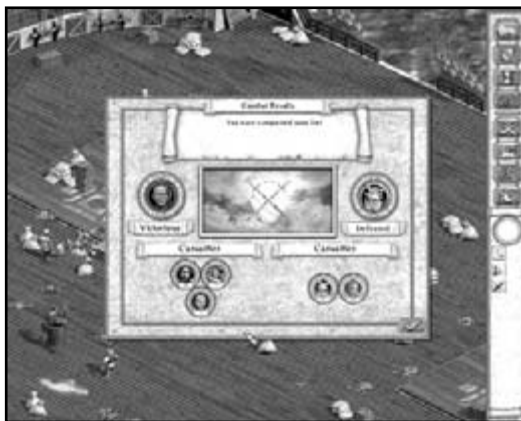
EFFICIENT ATTACKS FOCUS ON ONE FOE. GO AFTER EITHER THE MOST DANGEROUS RANGED UNITS OR THE UNIT TYPE WITH THE LOWEST TROOP COUNT. THE FASTER YOU CAN ELIMINATE A COMBATANT, THE FEWER STRIKES PER TURN YOUR ENEMY GETS.

Concentrate your fire, especially against enemy units capable of casting spells. Using all your ranged units to eliminate an enemy unit with Ranged attack or Spellcaster ability is better than firing at several such groups and only succeeding in wounding them. The enemy loses an entire attack, which is significant in the case of spells. What's more, only one of your Ranged units must deal with retaliation, because all units except Griffins are allowed only one retaliation per combat round.

All ranged units suffer range penalties, and all suffer from the effects of terrain when firing over cover. Minimize these problems by delaying your strikes at range until enemy armies move toward you. As enemy armies walk within range of your troops, each of your strikes does additional damage. This is especially effective in situations where the enemy army has few or no troops with Ranged ability.

Melee Combat

Much of what works in ranged combat also holds true in melee combat. The difference is that your troops are at more risk in melee combat, because they are moving within range of enemy missile troops and are open to attack by multiple enemies.



GANGING UP ON THE WEAKEST—OR MOST LETHAL—ENEMIES PAYS OFF.

Against every enemy except Griffins, troops get one retaliation strike in each combat turn. Gang up your units against a single enemy unit to reduce the number of strikes against your troops. Strike with your strongest unit first, because it has the best chance of surviving a retaliation with minimal losses. Follow up with additional attacks until you destroy the enemy target. Minimizing the number of attacks on your troops to finish a battle quickly, efficiently, and with as few casualties as possible.

After enemy ranged troops, the next best targets are the most powerful enemy groups. Eliminating its strongest units not only demoralizes the enemy army, but also weakens the attack against you and thus improves your chances in battle.

Quickly snuff heroes who can cast healing, protection, or enhancement spells.

Retreating and Surrendering



CALLING A RETREAT FORCES YOUR HEROES TO SLINK TO THE NEAREST TOWN WITHOUT THEIR ARMY.

Retreating is a bad idea. Do it only in the most extreme circumstances. Retreating kills your entire army except for any heroes, and sends these heroes to your closest town. This option is available only if you have a hero in your army. It's useful if you are badly overmatched by an opponent and are short on Gold resources.

If you must retreat, first do as much damage as possible to the enemy army. You lose your armies anyway, so you may as well make the enemy suffer.

Surrendering keeps your army intact, but costs a tremendous amount of Gold. When you surrender, the Gold goes into the coffers of the enemy you have succumbed to, which simultaneously weakens you and improves your enemy's position. You can't surrender to neutral armies, because they have no use for Gold.

As with retreat, surrender is a last resort to be used if you are badly overmatched. You are better off retreating. You lose your troops, but you don't benefit your enemy.

OTHER IDEAS

Purchase troops on a regular basis. Purchasing your troops daily takes time, but has a significant benefit.

When you take a town, you can buy any of its unpurchased troops. By buying your troops every day, you prevent any enemy who takes your town from building up a large army and using it against you.

As mentioned in Chapter 5, any town with a City Hall pays for itself until it produces level 4 troops, and any town with a City Hall augmented by a Gold Mine generates enough Gold to buy every unit the town can build in a week. You can use surplus Gold generated by the town and found in treasure chests, as well as resources you found on the map, to build up your town. Even though building your town is important, your army takes precedence.

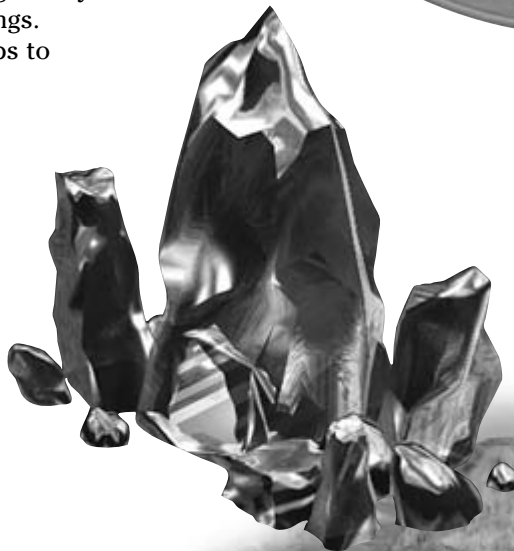
It is costly to garrison troops in each building to protect your towns and other holdings. It's more economical to use your environment to tactical advantage. For example, if your kingdom is spread over a large area but is accessible by only one path and one inbound Portal, station troops at those points.

Such forces need to be large and you must constantly replenish them to be effective, but the strategy is easier than maintaining Garrisons all over a map. Look for good chokepoints for these armies and expand your empire with these environmental-tactical considerations in mind.



IT MAY LOSE THE SKIRMISH, BUT A SMALL ARMY STATIONED NEAR AN EXIT PORTAL PROVIDES ADVANCE WARNING OF INCURSIONS.

Stationing troops at chokepoints and Portals pays off. A small force can act as an alarm system, alerting you to entering enemy troops before they attack your buildings. An alarm force needs only a few troops to do its job.





HEROES OF MIGHT & MAGIC IV TUTORIAL

Victory Conditions: Defeat the Hydras in the eastern swamp.

Loss Conditions: Lose all towns and armies.

Welcome to the *Heroes of Might & Magic IV* tutorial, where you learn to explore a *Heroes of Might & Magic IV* map and interact with its magical structures.

SIDE	ARMY	COLOR	VARIATIONS
Player	Order	Blue	Cannot be changed
Computer	Chaos	Red	Cannot be changed

This scenario is designed to get you used to the control scheme of *Heroes of Might & Magic IV*. Winning isn't difficult—you face simple challenges all the way through.



THINGS STAY SLOW IN THIS SCENARIO.

To start, move your hero into the nearby town. Most of your structures are built, so you won't have a lot of work ahead of you in adding to your infrastructure. Build either a Golem Factory or a Mage Tower. A Golem Factory is outside the town, so you're better off with the Mage Tower.

Take the second hero in your stack and move him or her into town. Send the main hero exploring and use the other hero, with the creatures you create in town, to explore elsewhere. Your main hero should explore the west edge of the map while the other moves east and north.



CREATING TWO HERO GROUPS LETS YOU QUICKLY COVER A LOT OF TERRITORY.

When you have explored initially, move your main hero to town and get more troops, then head through the gate to the south. Here is a spell or two, a Blacksmith's Shop, and a place to recruit Monks. Your other hero should continue east, picking up the Dwarven Mine by the water wheel and the Halfling recruiting area to its south.



THIS HIGH WALL CONCEALS USEFUL THINGS. CHECK IT OUT.

After the main hero clears out the area beyond the gate, send him or her around the wall into the southwest corner. The other hero should avoid the long bridge for now

and concentrate instead on sweeping through the area to the south and west. When she has explored this whole area, send her to your town. She needs more troops to be effective in combat.



ONE HYDRA IS DOWN AND THE OTHER IS BADLY WOUNDED. THIS COMBAT IS EASY.

Cross the bridge in the southeast and follow the path up to the Portal. Take the Portal to a small map area containing the enemy force. You should have no trouble destroying the Hydras here. Take them out to complete the tutorial.

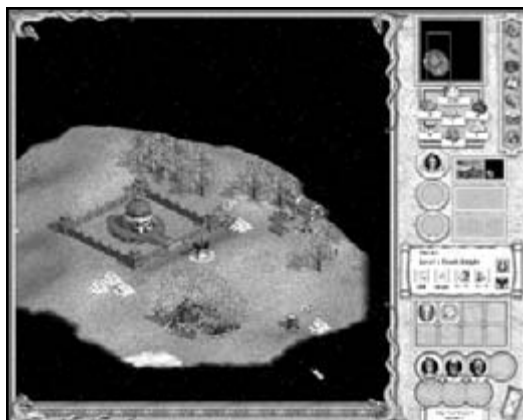
A TALE OF TWO ENEMIES

- Victory Condition:** Be the only player to own towns.
- Loss Condition:** Lose all towns and armies.
- Map Difficulty:** Easy.

Two cities on a remote peninsula are eternally at war with each other. Can you, as the new ruler of the southern city, conquer your northern rivals and put an end to this conflict?

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army
Computer	Random	Blue	Can select army (opposite player)

This scenario won't take you more than a few game weeks to complete. Beef up your hero's forces, and capture the Sawmill and Ore Mine in the immediate vicinity. In your town, build a second-level creature generator. Add a third-level generator, selecting the ranged troop. Because you will assault a town, a powerful ranged attack is a good idea. Also, build a City Hall for the income.



THE BASIC RESOURCES OF WOOD AND ORE ARE EASY TO CAPTURE IN YOUR FIRST TWO TURNS.

While your hero explores and captures mines, send a group of creatures around the map to pick up loose resources. This allows your hero to focus more on his or her efforts.



SCOUTING THE ISLAND WITH A GROUP OF CREATURES GIVES YOU A BETTER IDEA OF WHAT THE ENEMY IS DOING.

Beware of the bridge to the southeast. The small island holds artifacts, but Black Dragons move to attack you if you hang around. The artifacts aren't worth the price of having your army gutted.



WATCH OUT! SOME NEUTRAL CREATURES MOVE TO ATTACK YOU. DON'T END YOUR MOVEMENT TOO CLOSE TO ANYTHING YOU DON'T WANT TO FIGHT.

Start a second hero. This hero can tag along behind your first, grabbing experience when possible.



PREPARATIONS FOR THE FINAL BATTLE ARE CLOSE. THIS TOWN CAN GENERATE LEVEL 3 CREATURES, AND A SECOND HERO IS READY TO GO.

The enemy town is opposite the wall across from yours. If you've been quick in building those second- and third-level creature generators, you have the edge in army power. Combine all your forces, send additional troops from your town, and lay siege. Collect any resources in the vicinity to keep them out of enemy hands, but don't dally here. The longer you wait, the larger the enemy force inside the town grows.



THE ENEMY FORCE IS SIZABLE, BUT ITS BEST CREATURES ARE LEVEL 2 CERBERI. YOU WILL HAVE NO TROUBLE TAKING IT.

Concentrate your initial ranged attacks on strong groups of ranged enemy troops and on enemy heroes capable of casting spells. You want to eliminate any threats from the enemy's ranged capabilities while you take down the town gate. Send a good unit to knock down the gate, exposing more targets to ranged strikes.



AFTER A FEW ROUNDS OF COMBAT, THE ONLY GOOD UNIT LEFT IN THE ENEMY ARMY CONSISTS OF 19 CERBERI. IN TWO ROUNDS, THE VENOM SPAWNS CAN HAVE THEM DOWN TO ALMOST NOTHING.

Concentrate the best of your ranged attacks on the strongest enemy groups while your melee troops mop up. Concentrate your melee attacks on one group at a time. It's better to eliminate a few enemy threats than to wound many.

ANCESTRAL HOME

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

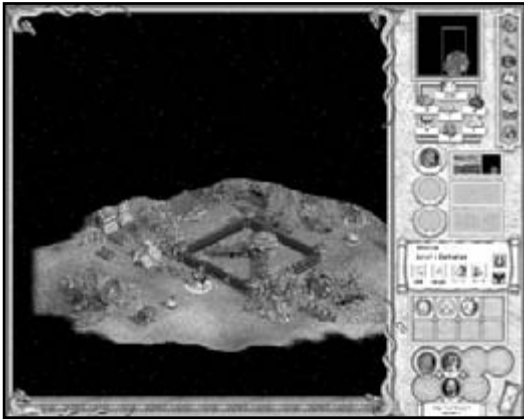
Your ancestral home is beautiful and resource-rich—and your neighbors have been jealous for years. They plan to take it away from you.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Blue	Can select army
Computer	Might	Red	Cannot be changed
Computer	Chaos	Orange	Cannot be changed

You have an advantage in this scenario. Of the three islands, only yours has a guaranteed, steady income of all seven resources. You have one mine for each resource; your opponents have a Sawmill and an Ore Mine. You can build higher-level structures rapidly, giving you a huge strength advantage.

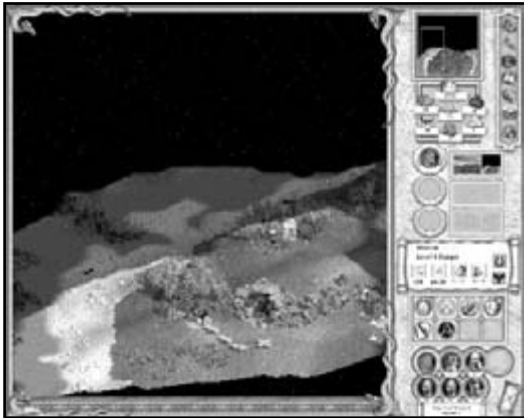


YOUR HERO STARTS WITH A SMALL ARMY, AND YOUR TOWN HAS ANOTHER ARMY OF THE SAME SIZE. YOU CAN ALSO PURCHASE A THIRD SET OF TROOPS EQUAL TO THOSE YOU ALREADY POSSESS. KEEP THESE GROUPS SEPARATE AT FIRST, GIVING YOU THE CAPACITY TO LAUNCH MULTIPLE ATTACKS IN COMBAT.



YOU START WITH LITTLE, BUT CAN BUILD UP MORE QUICKLY THAN YOUR ENEMIES.

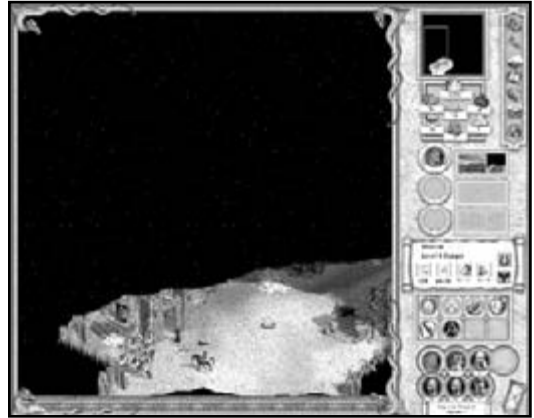
Start the usual way by grabbing resources. Determine what you need for your third- and fourth-level creature structures and capture those resources first. For example, if you are playing as Might, Crystal is important for the production of Cyclopes, so grab the Crystal Mine early. Get the Gold Mine, and investigate the two colored Keymaster's Tents next to your town.



VISIT THE KEYMASTER'S TENTS BEFORE YOU INVESTIGATE THE CAVE TO THE WEST.

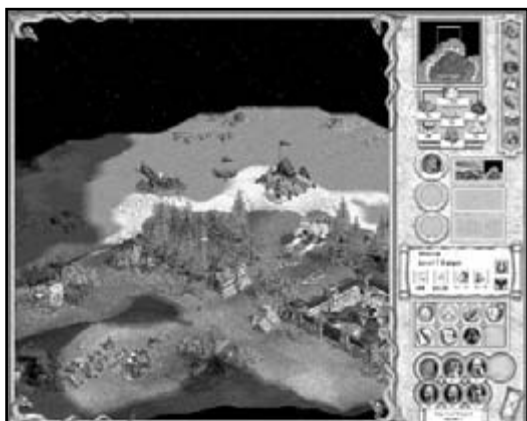
The Keymaster's passwords come in handy when you investigate the cave to the west. This leads to a second map covered in

hideouts of neutral troops, artifacts, and treasure. Send a hero armed with a sizeable force here. You have time before your enemies get strong enough to mount a successful attack on your island, so don't worry about leaving your town without a hero. Stock it with troops to defend it while you explore.



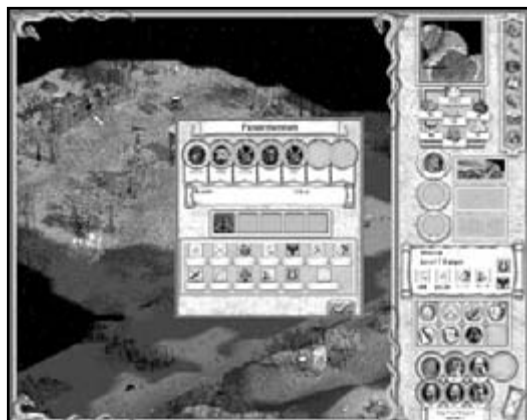
THE SECOND MAP OFFERS PLENTY TO DISCOVER AND LOTS TO FIGHT.

There are two Portals on this new map, each leading to the territory of your enemies. However, these Portals are heavily guarded on the enemy side. Going through them is risky. Instead, find the boat landing to the northwest of your town and sail across to one of the enemy islands. It doesn't matter which you attack first—both should be behind you in production.

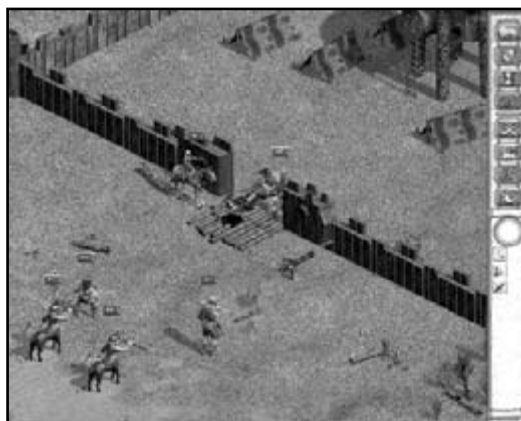


IT TAKES TIME TO LOAD AND UNLOAD A SHIP, BUT IT'S QUICKER—AND SAFER—TO SAIL TO THE ENEMY ISLANDS THAN TO USE THE PORTALS.

Battles to take the enemy towns should be quick and painful. After you have the town, ramp up Gold production by building a City Hall. Put a few creatures there to keep it safe. Return to the boat and sail to the other enemy.

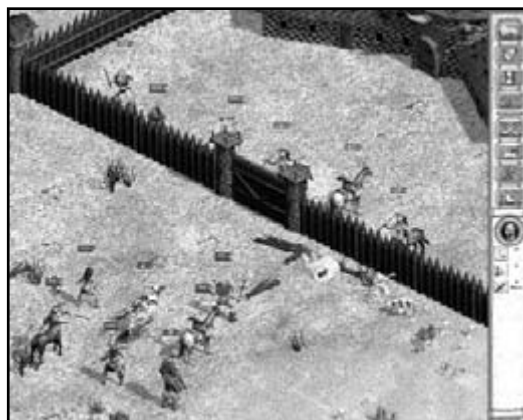


YOUR ARMY IS MORE POWERFUL THAN YOUR OPPONENTS'. DON'T DELAY AN ATTACK.



YOU LOSE LITTLE ARMY STRENGTH IN TAKING THE TOWN.

The battle at the second town is harder, because this enemy has time to build up more forces. But victory will still easily come. Taking this last town finishes the scenario with you on top.



THE BATTLE IS JOINED AT THE LAST TOWN, WHERE YOUR STRENGTH SHOULD FAR EXCEED YOUR OPPONENTS'.

BEYOND THE LAKE

Victory Condition: Be the only player to own towns.

Loss Condition: Lose all towns and armies.

Map Difficulty: Intermediate.

See if you have what it takes to defeat those strangers beyond the lake.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army, can switch color with opponent
Computer	Random	Blue	Can select army, can switch color with opponent

No matter what army you start as on this map, you have a fully functioning town. Your highest-level creature generators are built and ready. Your opponent has the same advantages. You have some time to explore, so check out the areas north, south, and west of your town. You find a Gold Mine; collect all of the items.



YOU HAVE A WEEK OR TWO BEFORE ANY ATTACKS, SO GO EXPLORING—AND GET THE GOLD MINE TO THE SOUTH.

Both ways of crossing the lake are dangerous. The first is via the bridge in the southwest. A group of difficult creatures guard it, so avoid it. The monsters here can shred a built-up army, leaving you vulnerable to your enemy. The other way to cross is at the ferry to the northwest of your town. This is guarded on the far side by a group of powerful monsters.



THE FERRY IS ONE OF THE TWO WAYS ACROSS THE WATER. WAIT FOR THE ENEMY TO FACE THE TROOPS ON THE OTHER SIDE BEFORE YOU CROSS.

Let your enemy kill off one of these monster groups, then move in and slaughter your enemy before he or she can regroup. When the water crossing is open, you have several options. Take over his or her Windmill and Gold Mine. Denying your enemies these resources helps keep them from building up their army.



CAPTURE THE ENEMY'S MINES TO KEEP HIS OR HER PRODUCTION DOWN.

Attacking the town right away is difficult. Stockpile a lot of Gold and return to your side of the lake. Your opponents send their main force to recapture the Gold Mine, which gives you a chance to head back across the river and confront them.



THE BIG BATTLE SHOULD TAKE PLACE ON OPEN GROUND. IT'S TOO HARD TO FIGHT A POWERFUL OPPONENT WHEN HE HAS THE ADVANTAGE OF CASTLE WALLS.

With the major conflict over and the major enemy heroes defeated, gather your forces and take over his town. Resistance should be minimal, and victory is yours in a few turns. As soon as the town is yours, you win the game.



WHEN THE MAIN ARMY IS DEAD, THE ENEMY TOWN OFFERS MINIMAL RESISTANCE.

CHASING REPTILES

Victory Condition: Be the only player to own towns.

Loss Condition: Lose all towns and armies.

Map Difficulty: Intermediate.

Each year, the Gothree Tribe and the Lilysic Tribe challenge each other in the Great Lizard Hunting Festival. A huge treasure is put up for grabs and the tribe that slays the most Hydras and Black Dragons wins the pot. These creatures have been hunted so much that most have left the area. Lacking a chance to hunt lizards this year, the tribes declare war on each other instead.

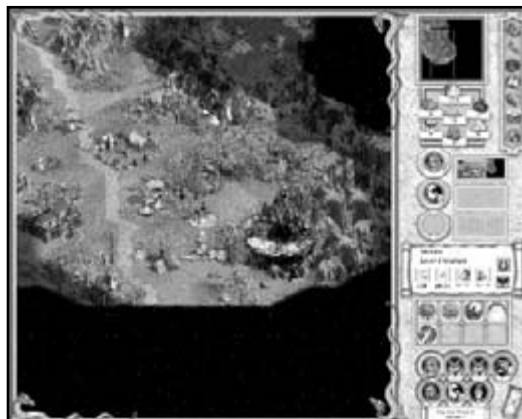
SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army, can switch color with opponent
Computer	Random	Blue	Can select army, can switch color with opponent

This is a busy map with much to investigate, many neutral armies to fight, and twists and turns along the way. It will be slow going for some time because the terrain is poor, but your opponent has the same trouble.



YOUR HALF OF THE MAP HAS MUCH TO EXPLORE. TAKE YOUR TIME AND COLLECT EVERYTHING.

A highlight of your half of the map is your ability to generate a few powerful creatures. Both of these neutral generators are in the south, and one is an affiliated faction's Dragon. Build up your town. Do not worry about being attacked right away; don't go crazy, but don't hold back either. The bigger a jump you can get, the better.



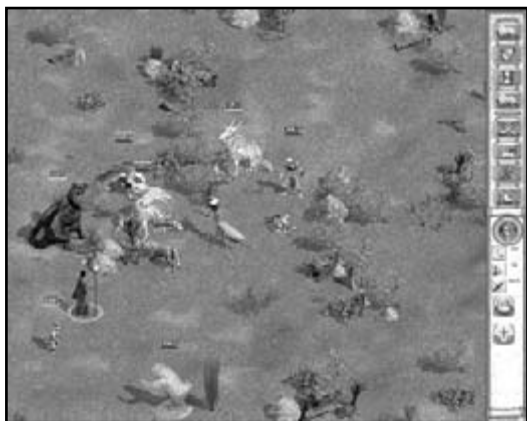
THE DRAGON CAVE IN THE SOUTH OF YOUR TERRITORY IS A MAJOR KEY. CONQUER THIS TO ADD TREMENDOUS POWER TO YOUR FORCES.

You can further your expansion by completing a quest. The site for this is east of your town. It won't be strenuous, and it gives you either resources or good items to speed your progress.



GRAB A QUEST TO GAIN RESOURCES OR ITEMS TO FURTHER YOUR EXPANSION.

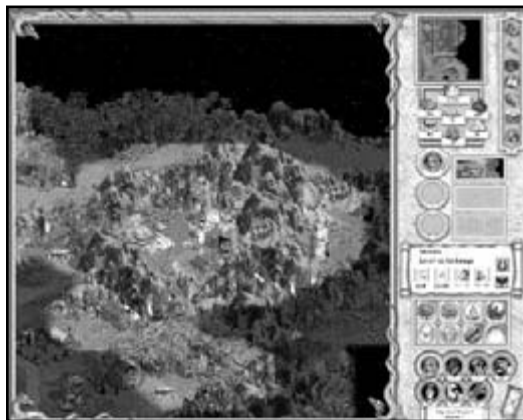
The key to this scenario is the Gold Mine along the west edge of the map. If you get this, you expand at a constant rate, gaining enough strength to take out the nearby Dragons and recruit.



GET THROUGH THE BONE DRAGONS TO REACH ENEMY TERRITORY. HOLD BACK NOTHING.

When you build a sizable force, including the new Dragons, head through the Portal in the southwest corner. This leads to a small area containing a large army of Bone Dragons. Slay these, using everything at your disposal and sending in replacements for losses you suffer. Clear this little area, then enter the red Portal.

This takes you to a small island holding Behemoths. Don't approach the Behemoths; you don't have to fight them. Instead, slip through the next Portal, a blue one. You wind up in a small area containing Bone Dragons and another Portal, this time green. Take this to reach the enemy territory.



THE GREEN PORTAL IN THE SOUTH OF THIS AREA LEADS TO ENEMY LANDS. YOU'RE GETTING CLOSE.

Once on enemy land, take resources to help your expansion and limit your enemy's. The enemy will send his or her army to fight you. The enemy has the advantage behind the castle walls, but in the open—if you've been diligent about moving new troops to reinforce your army—you have the upper hand.



THE ENEMY FORCE ATTACKS! WITHSTAND THIS ASSAULT TO STRIP THEM OF THEIR FORCE.

When the enemy's main force is destroyed, move to the northeast corner and conquer the enemy town. When it falls under your control, the scenario ends.

DANGER IN THE TREES

Victory Condition: Defeat all enemy towns and heroes.

Loss Condition: Lose all towns and armies.

Map Difficulty: Intermediate.

No one has been able to conquer the Jumbled Wood. Because of numerous teleportation devices and secret tunnels, no town is far from any other. Enemy attacks come without warning. But the Jumbled Wood's history doesn't frighten you. You are ready for the challenge to become Master of the Jumbled Wood.

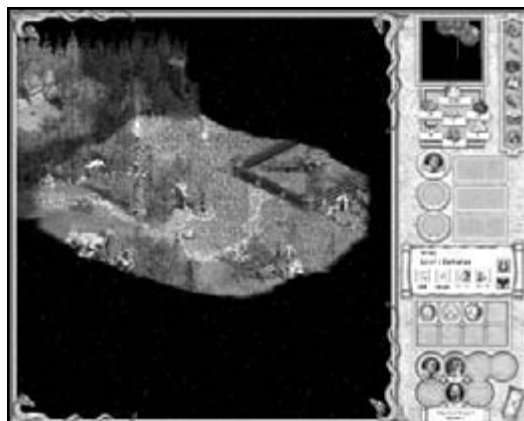
SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can change color and select army
Computer	Random	Blue	Can select army
Computer	Random	Green	Can select army
Computer	Random	Orange	Can select army

In this interesting scenario, you and your enemies start without towns. Instead, you start in a small area containing a few items, a Sawmill, an Ore Mine, and a one-way Portal to the main part of the map. Collect everything in this area. If you forget one of the mines, you never acquire enough Ore or Wood to build your town.



THERE ARE NO ENEMIES. GET BOTH MINES BEFORE YOU USE THE PORTAL.

After you go through the Portal, move to the nearby town. It has minimal defenders and is of the same type as your hero and your army. Grab it and build. The armies around you are powerful armies, so pick your way to the items and fight when you must. Send reinforcements to your hero each turn. You can acquire some second-level troops at a site north of your town, so build the opposite structure in your town.



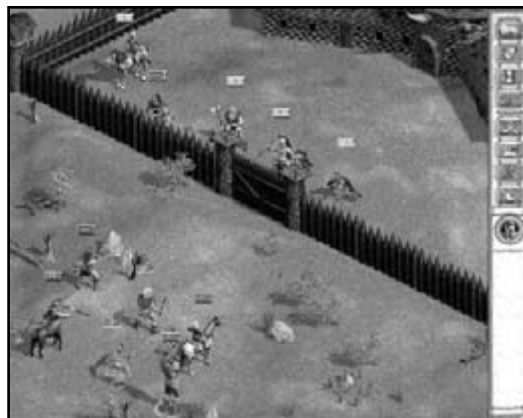
GET THE TOWN ON YOUR SECOND TURN. THE FASTER YOU BUILD, THE FASTER YOU WIN.

Resources are hard to come by. The few mines are heavily contested. Hoard what you can. Make a special effort to get one of the four Gold Mines, each guarded by a significant neutral force.



YOU CAN GET A QUEST AT THIS STRUCTURE AND AT ANOTHER BUILDING TO THE SOUTH. YOU DON'T HAVE TO COMPLETE THEM, BUT QUESTS HELP BUILD YOU UP.

When you have a good stack of third-level troops, consult the Thieves Guild to see which of your opponents is the weakest. Make him your first target. Going after the strongest now leaves you weak and vulnerable to the others, but being the first to take a second town gives you momentum that is hard to stop.



IF YOU MOVED FASTER THAN ONE OF YOUR OPPONENTS, THE FIRST TOWN SIEGE WILL BE A SNAP.

Note
THE ORANGE ARMY IS TO YOUR WEST, THE BLUE IS SOUTH, AND THE GREEN IS SOUTHWEST.

Move against the weakest enemy and take the town. This not only eliminates that enemy, but it also gives you more territory with which to play. Claim the second Gold Mine from the area and consult the Thieves Guild. Tackle the weaker of your two remaining foes.



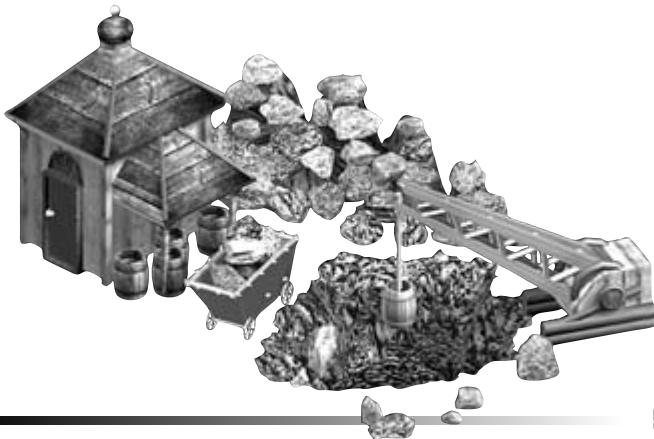
WITH ONE ENEMY GONE, MOVE ON THE SECOND ONE.

You find a Keymaster's Tent in each of the four areas. Each gives you a password to one of the gates in the map's center, which you can reach by the blue Portal west of your original town. It's not necessary to get through these gates, but a significant amount of treasure waits to be found if you break through them.



GREAT RICHES AWAIT IF YOU GET ALL FOUR PASSWORDS AND USE THE PORTAL TO THE CENTER OF THE MAP.

With two opponents down, you have a huge advantage over the final one. Move in with your forces and lay siege to the town. With the resources you've claimed, you can build any structure and any creature you desire, even if that means trading for the resources you need. If your army is unstoppable, nothing stands between you and victory.



WITH A RESOURCE ADVANTAGE AND A LARGE ARMY, NOTHING PREVENTS YOUR VICTORY.

ESCAPE FROM BIGGUN'S PLAYGROUND

Victory Conditions: Defeat the Biggun hero.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Easy.

You wake from a deep sleep to realize you are not in your own bed. In fact, you don't know where you are! You discover you are at the mercy of a powerful man—Biggun the Lofty. For now, play the man's game, but when you catch up to him you put a permanent end to his twisted entertainment.

SIDE	ARMY	COLOR	VARIATIONS
Player	Order	Red	Cannot be changed
Computer	Random	Blue	Computer army can be changed

This scenario is straightforward. One basic path lies ahead of you, and you are told with each step what you need to do to move forward. Move into your town. Both your Dragon Factory and Cloud Castle have been

disabled, which means no Dragon Golems or Titans from this town. Build your infrastructure and explore the immediate area, paying attention to grabbing mines.

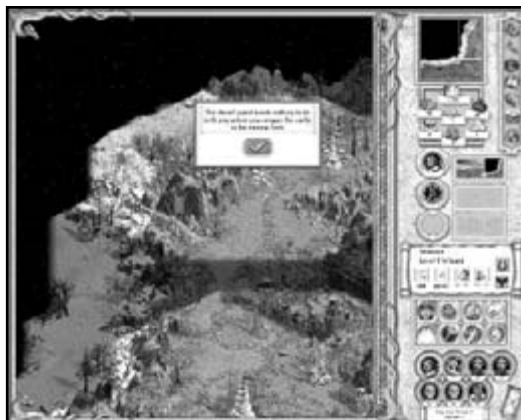


HEAD TO THE GATE TO GET YOUR FIRST ASSIGNMENT.

Tip

FOR ADDITIONAL PUNCH EARLY, KEEP YOUR PURCHASED HALFLINGS AND DWARVES SEPARATE FROM THE OTHER TROOPS. THIS GIVES YOU TWO GOOD SETS OF DWARVES AND TWO RANGED ATTACKS IN COMBAT.

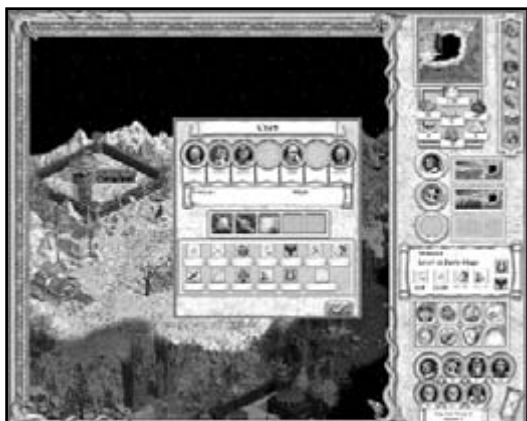
As you explore to the east, there is a fenced-off area that you can't access. Explore east until you find a large gate. To pass, bring the thigh of a dead man. The fenced area opens. Return and defeat the creatures there, then go back to the gate. This time the gate opens, allowing you to pass into the next area.



AT THE END OF THE PATH, YOU HAVE TO GO BACK TO COMPLETE A TASK. THIS IS A CONTINUING THEME.

Beyond the gate is a Mage Tower. Acquire it, so you can collect Magi here. Explore up the right side of the map, passing the town on your right. When you reach the gate at the end, you're told that you must take the town to proceed. Return and claim the town—which has substantial defenses. Attack and take out what you can, retreat, then hit again. Pay attention to the Orcs, because there are many of them, and they are dangerous behind the walls. When the town is yours, proceed through the gate.

On the other side is a Golem Factory. Claim it, and put your Dwarves into one group so you can bring some Gold Golems with you. Continue west along the top of the map to the Portal and go through. On the other side, walk to the next gate. Head west to the town. At the gate south of this, you're told that to pass you must conquer the town here. This is easy. As you walk back, a group of enemy troops leaves the town. Build up the defenses in your second town to fight this pack of enemies.



A THIRD TOWN GIVES YOUR ARMY MORE FLEXIBILITY.

Through the next gate is another town you can't get to. Move east. You run past a couple of men—again, inaccessible—who threaten you. When you reach the gate, you're told to find three lucky charms. One is in the town and one is on each of the two men you passed. These are tough battles—you be prepared for a siege.



THE GATE GUARD IS MISSING HIS LUCKY CHARMS. GUESS WHAT MAKES THE LUCKY MAN SO LUCKY?

In the volcanic area at the center of the map, a huge group of Elementals and Dragons faces you. The only way to get to

Biggun is to fight through, so push your way in and get to the cave beyond. Bring either Black Dragons or Cyclopes to help you destroy the Elementals, but Faerie Dragons are the biggest threat.



THIS IS A DIFFICULT BATTLE. CONCENTRATE YOUR FIRE TO ELIMINATE GROUPS AND DON'T BE AFRAID TO RETREAT.

When you move through the cave, you're taken to a new map. Explore to the north, west, and south for some items. To find Biggun, travel east and follow the path. He stands at the end with a small army. You will have no trouble defeating him.



THIS IS BIGGUN'S ARMY? YOU WILL DESTROY HIM IN NO TIME.

MANIFESTATIONS

Victory Conditions: Defeat opposing hero.

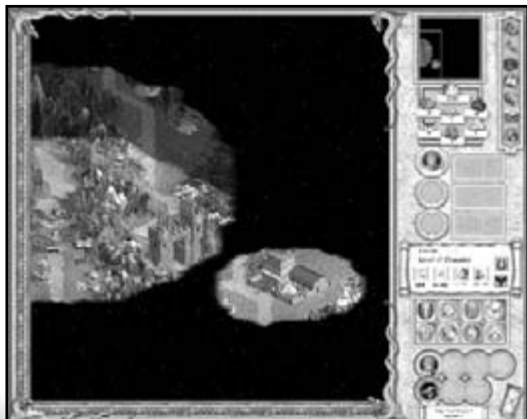
Loss Conditions: Lose starting hero.

Map Difficulty: Hard.

How many battles have the demi-gods Cassius and Ramador fought? Each year, they take human form to pursue their perennial struggle, but they never learn the futility of their actions. Is this because good cannot exist without evil, or is there another reason? Perhaps the demi-gods enjoy this contest of wills.

SIDE	ARMY	COLOR	VARIATIONS
Player	Life	Purple	Can switch sides with computer
Computer	Death	Teal	Can switch sides with player

This scenario is interesting because both you and your opponent start with high-level heroes, small armies, and a gauntlet to run before you can capture your first town. The map is symmetrical. What you have on your side, your opponent has in mirror image. That's good, because it takes you at least two game weeks to reach your town and conquer it.



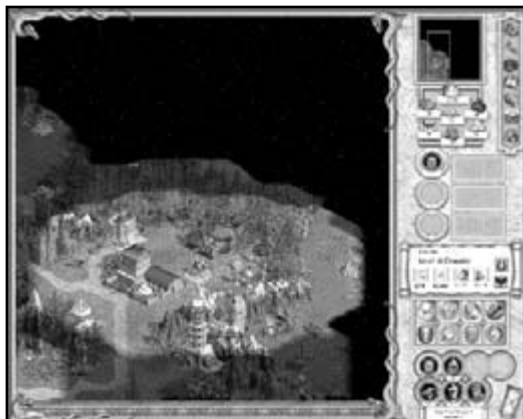
RESOURCES ARE TIGHT ON THIS MAP.
WISELY SPEND.

Tip

BECAUSE RESOURCES ARE SCARCE ON THIS MAP, KEEP YOUR GOLD IN CHESTS RATHER THAN SPENDING IT ON EXPERIENCE.

Enter the combats that you must, skipping the others. Your hero can handle most fights himself. You free the Guardhouse, Archery Range, and Monastery to build your army as you move.

You won't be able to pass the first set of gates until you possess the Spider Silk Arrows, which are past the Faerie Dragons. This is a tough fight, but if you concentrate your hero on the Dragon and let your other troops kill the Ice Demons, it will go your way.



YOU MUST HAVE THE SPIDER SILK ARROWS (INDICATED BY THE POINTER) TO PASS THROUGH THE GATE.

Past the gate, move north. You see a book on the ground behind some enemies. Fight them and claim the book, which gives you the ability to cast Life spells as long as you are of the appropriate level. North of this, a Knight's Chapter is worth capturing for the ability to produce Champions.

North of this is your town. You have to conquer it, and the fight is tough. Run to your captured generators and grab a few

more Monks and Crossbowmen before attempting this fight.



THE BATTLE FOR YOUR TOWN IS TOUGH. IF YOU LET YOUR HERO DO MOST OF THE WORK, YOU WILL BE FINE.

After you have the town, explore to the east and the south. Capture the Prison south of your town to free another hero. Walk along the side of the river, getting piles of resources. Your side of the map has only a Gold Mine, so resources are in demand. You won't be able to build much in your town without trading for the resources you need, so anything you get is a help.



THIS BATTLE WITH A NEUTRAL FORCE OPENS THE PRISON. TOUGH BATTLES LIKE THIS ARE TYPICAL FOR THIS MAP.

You must get to the Portal by the river, south of a quest site. This quest exchanges 10,000 of your Gold for 20,000 experience and isn't worth it because resources are precious. The Portal takes you to a small alcove and a massive fight. After the battle, get on the ferry and cross the river. The small island is filled with items—and Level 3 and Level 4 creatures.



PUSH YOUR WAY TO THE PORTAL TO INVADE ENEMY TERRITORY.

The other side of the map is the reverse of yours. With luck, your enemy has cleared away much of the refuse. You can either take the town or confront the enemy hero. Continue to produce troops in your own town and send them trailing behind your hero as reinforcements. The larger your army, the better your chances of victory. Remember, you must defeat the enemy hero, not his town, to win this scenario.



THE FINAL BATTLE ISN'T PRETTY, BUT IT'S THE ONLY WAY TO DEFEAT THE EVIL OF RAMADOR.

MARAUDERS OF THE HIGH SEAS

Victory Conditions: Take town—
Buccaneer's Cove.

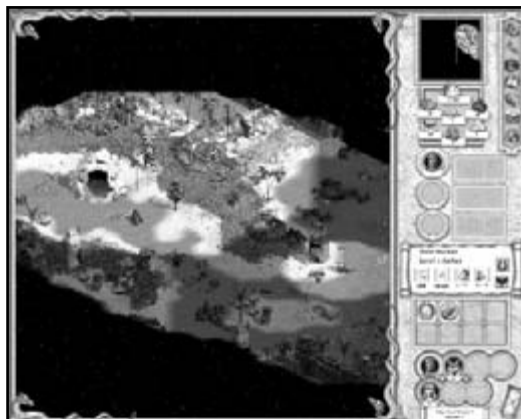
Loss Conditions: Lose hero—Dalin
Skyshon.

Map Difficulty: Hard.

Your father, Adm. Ernhart Skyshon, has been captured by the pirates of Buccaneer's Cove. The ransom note asks for a sum you cannot pay. To get him back, conquer the scum and free him. First you must find an uncharted island.

SIDE	ARMY	COLOR	VARIATIONS
Player	Nature	Green	Cannot be changed
Computer	Chaos	Orange	Cannot be changed

Start in a small boat just offshore. Land on the island and start exploring. You need both the Sawmill and the Ore Mine you find here. Watch out for the powerful neutral armies, get the mines, and run back to the Portal. Go to the south island.



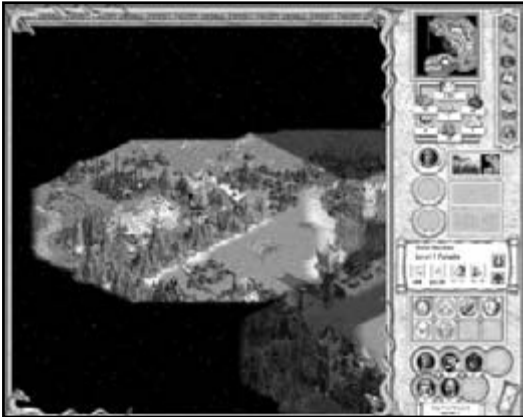
GRAB THE MINES AND HEAD FOR THE PORTAL.

The town to the west on this new island has nothing, so ignore it for now. Head east to the group of three Portals. Use the blue one at left to go to the east island, which has a Tiger Den and another town. Grab this town and make it your initial base of operations.



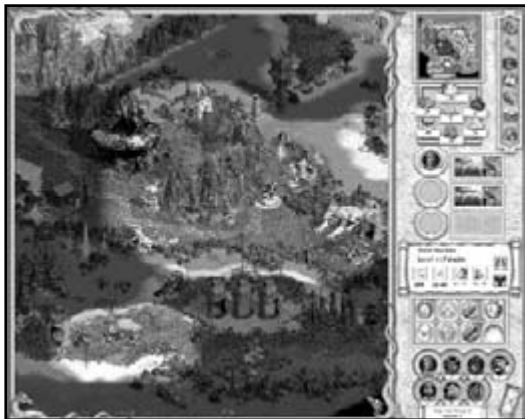
THIS TOWN IS LIGHTLY GUARDED. WITH THE HELP OF THE TIGERS, YOU SHOULD GET IT EASILY.

Spend a couple of turns building up your army. This is a Chaos town—no Nature towns are in the area. Fortunately, Nature and Chaos work well together, so your morale won't suffer much. When you have a good force, return to your starting position and claim the Mercury Mine. Visit the Keymaster's Tent to get the password for the blue gate. Enter the green Portal and go north.



TAKING THE PORTAL NORTH PUTS YOU ON THE ISLAND WHERE YOU SPEND MOST OF THE REMAINING SCENARIO.

Grab the Labyrinth to add Minotaurs to your force and take the town to the west. Build up this town. If possible, add Caravans to both towns so you can move troops from your first town to your new one. Explore the island, grabbing the Gold Mine to the south-west. Continue expanding, adding troops to your force—especially Medusae and Orcs, which play a big role in the rest of the scenario.



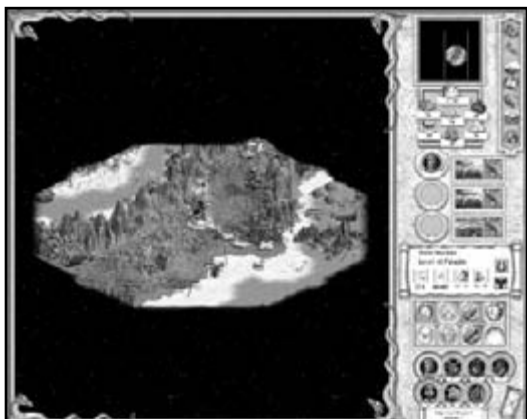
THIS ISLAND HAS MUCH TO FIND. GET EVERYTHING, AND BUILD UP YOUR FORCE SO YOU CAN CLAIM THE DRAGON CAVE.

The enemy army send forays onto this island from a one-way Portal west of town. Keep a force around to protect your town while your hero is otherwise occupied. Back on the southern end of the green Portals, you find locations to build Gem and Sulfur mines, both of which are valuable. When you've built up a huge force—again concentrating on missile troops—attack the Dragon Cave. Having even one Black Dragon in your army virtually guarantees victory.



BUILD SULFUR AND GEM MINES IN THE SOUTH WHEN YOU HAVE RESOURCES TO SPARE.

Your goal is to reach the red Portal south of the Dragon Cave. This takes you to a new, small map. Claim the Orc Towers and Statuary Garden and grab the town. Get the password from the teal Keymaster's Tent near the Statuary Garden west of the town. Go through the teal gate and claim the Shipyard.



GRAB EVERYTHING ON THIS NEW ISLAND AND MOVE QUICKLY. DON'T WORRY ABOUT YOUR TOWNS. EVEN IF YOU LOSE THEM, YOU CAN WIN THE SCENARIO.

Build a ship at the Shipyard on the other side of the teal gate and sail to the central island. This is Buccaneer's Cove. Attack in full force, which is enough to conquer this town. When you control it, the scenario ends.



THIS BATTLE SHOULD BE THE VERY DEFINITION OF A MISMATCH.

PETTY CLAUSTROPHOBIA

Victory Condition: Defeat all enemy towns and armies.

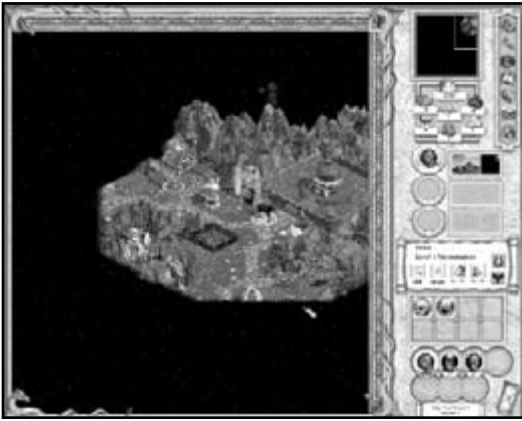
Loss Condition: Lose all towns and armies.

Map Difficulty: Hard.

Such disparate kingdoms cannot exist so closely together for long. The time for peace treaties and cease-fires has come to an end; war is on the horizon. You must win at all costs or see your faith erased from this region forever.

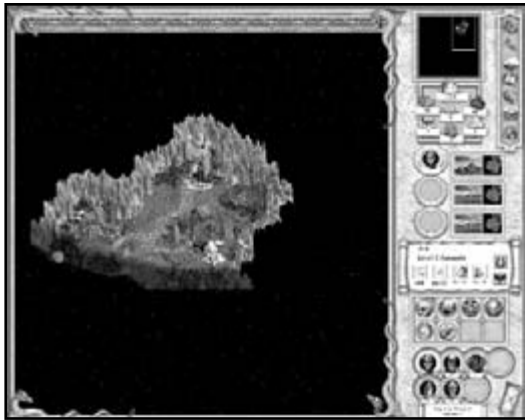
SIDE	ARMY	COLOR	VARIATIONS
Player	Death	Red	Can switch with computer players
Computer	Life	Blue	Can switch with other players
Computer	Nature	Green	Can switch with other players

This small map has six towns, which means that you can get to your opponents. It also means that your towns are never safe. Start in the top right corner of the map. Apparent routes to the main part of the map are blocked by very strong troops. Find another way to move around.



THE NORMAL PATHS ARE BLOCKED, SO MOVE VIA PORTALS; THERE IS ONE LEFT OF YOUR STARTING TOWN.

Start by taking everything in the area, especially the Graveyard to the southwest. Use the Portal just west of the city to move to a small section of another map where you find a few useful items, including another Gold Mine. Remember to expand your town.



THIS SMALL MAP HOUSES ANOTHER GOLD MINE AND OTHER VALUABLES. GRAB EVERYTHING.

Tip

BECAUSE YOU ARE PLAYING AS A NECROMANCER, CERBERI MAKE THE BEST CHOICE FOR SECOND-LEVEL CREATURES. AS YOUR HERO ADVANCES LEVELS, HE IS ABLE TO START PRODUCING GHOSTS ON HIS OWN. CERBERI ADD VARIETY TO YOUR ATTACK.

Back on the first map, the one-way Portal shoots you into the middle of the map. The two towns in this central area are worth taking. Start a new hero at one of them, using the creatures created there as his army.



WITH A NEW HERO AND AN ARMY THAT SUITS HIM, YOU CAN COVER MORE TERRITORY.

The other towns, in the corners of the map, can all be reached by Portal. Explore the map corners carefully, paying special attention to grabbing mines and towns. Keep your army strong by caravanning troops from your original town to one of the central towns and moving these troops into the main stack of your force.



THE TOWNS IN THE CORNER PUT UP A FIGHT, BUT YOU CAN TAKE THEM IF YOU KEEP REINFORCING YOUR ARMY.

Each town's falling further weakens the enemy and adds to your forces. Add additional heroes as you are able, and use them to sweep through the map, clearing out paths to heavily guarded mines and artifacts. Use these stacks of armies to fight off advances from your enemies as well.



SKIRMISHES WITH THE ENEMY KEEP HIS NUMBERS DOWN, EVEN IF YOU HAVE THE SAME NUMBER OF TOWNS.

When you take the last town, the scenario should end. If not, hunt down any remaining armies on the map and slaughter them to complete your victory.

RETURN OF THE DEVIL

Victory Condition: Defeat Devil hero, Mephisto.

Loss Condition: Lose all towns and armies. Time limit—three months.

Map Difficulty: Hard.

Dark days are coming to the land of Efil. The Devil, Mephisto, returns after 300 years of banishment. It is foretold that he brings about the destruction of the world in three short months. Can you find Mephisto and kill him before he ends all things?

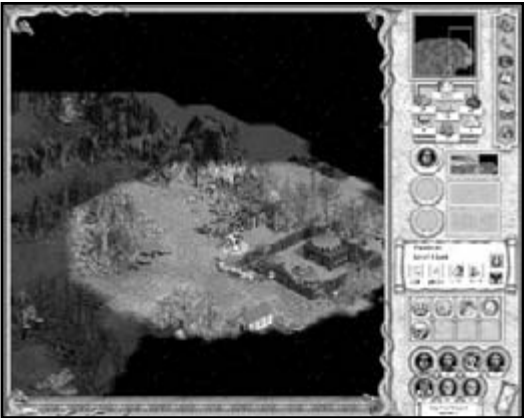
SIDE	ARMY	COLOR	VARIATIONS
Player	Order	Blue	Cannot be changed
Mephisto	Might	Red	Cannot be changed
Computer	Nature	Green	Cannot be changed
Computer	Life	Teal	Cannot be changed

Move quickly in this scenario. You have only three months to build up your army, quell any nasties in your own territory and the surrounding lands, and face down Mephisto and his army of Devils. Claim the resources in your area, and visit the Keymaster's Tent.



AN OBSERVATION TOWER JUST OUTSIDE OF TOWN GIVES YOU A GOOD LOOK AT THE SURROUNDING COUNTRYSIDE.

Search to the east, toward the Green Nature opponent. His town can't build creatures past Level 2, so it should be an easy conquest. Reinforce the town, but use it more as a source of money than as an aid to your strength. Visit the Keymaster's Tent nearby. To continue, you need this Keymaster's password and one from a Keymaster near your town.



THIS TOWN HAS LIMITED STRENGTH, SO IT SHOULD BE EASY TO TAKE.

Ride northwest from the Nature town until you find the teal gates. Ride through and lay siege to the teal forces. Ride through the purple gate and get the password from the blue Keymaster's Tent. Plenty of resources exist in this area. Because you have the red password, you can move troops faster by using the left side of the map. Keep your main hero reinforced, and conquer the entire teal area. Your only remaining foe is Mephisto.



THE LIFE TOWN IS STRONGER THAN THE NATURE TOWN. YOU ADD SOME MIGHT TO YOUR ATTACKS ONCE YOU TAKE IT.

Make sure you continue to reinforce your towns. Mephisto sends heroes and armies to probe your defenses, and takes a town or two if you aren't careful. This stops after you ride your hero through the blue gates to the west of the Life town.



BY BOTTLING UP THIS GATE, YOU GET CLOSER TO MEPHISTO AND ALSO PREVENT HIM FROM ATTACKING YOUR TOWNS.

If you are satisfied with your army, ride through the Portal. Skirt the Might town. It opens a path back to your cities, but laying siege to this town costs you dearly in resources and troops. Head for the staircase leading down to the next map.



THE MIGHT TOWN IS POWERFUL. AVOID IT AND HEAD FOR YOUR MAIN FOE.

In the underworld area, head south. Push south and then southwest, ignoring everything. You can fight through the Devils guarding the entrance to Mephisto's lair, but it is easier to walk past the Troglodyte lairs and use the Portal.



USING THE GREEN PORTAL ALLOWS YOU TO SKIP A VERY NASTY BATTLE.

It's time for the final push. If you want Devils of your own, claim the Temple of the Damned in this area. Mephisto is riding around in this small alcove. Charge him and take him down. You have to defeat both him and his army to claim victory.



MAKE SURE YOUR FORCES ARE READY FOR THIS VERY UGLY BATTLE.

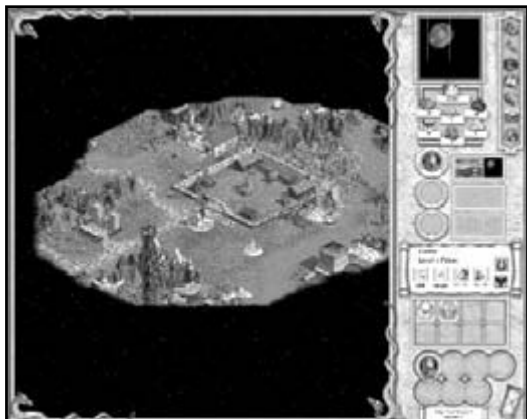
REVOLUTION

Victory Condition:	Defeat all enemy towns and armies.
Loss Condition:	Lose all towns and armies.
Map Difficulty:	Expert.

For decades, your people have suffered under the tyranny of leaders who care nothing about the common man. They treat you like possessions, not people. That must change. It's time for a new order, a new philosophy, and a new government run for the people, by the people!

SIDE	ARMY	COLOR	VARIATIONS
Player	Life	Red	Can switch with computer player
Computer	Life	Blue	Can switch with other player

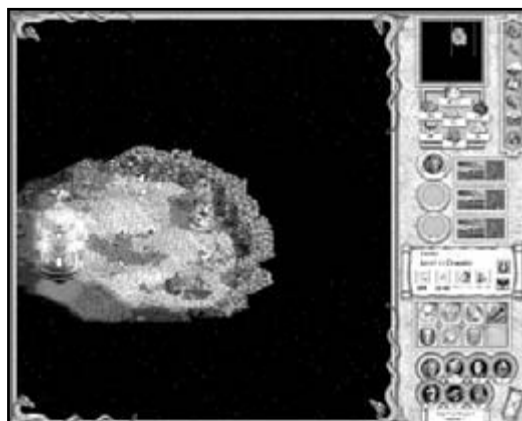
Initially, you are limited on this map. The gray gate to the southeast of your town on the other side of the bridge can't be passed until you possess 15,000 Gold. Neutral armies protect everything else. Acquire the Archery Range, and add troops from your town to your hero's group.



THE ARCHERY RANGE TO THE WEST HELPS YOU GAIN ENOUGH STRENGTH TO CLEAR OUT YOUR SIDE OF THE MAP.

Pick your targets carefully at first. You haven't enough strength to go up against all the neutral armies around you. Look for weaker armies first—such as those guarding the Sawmill and Ore Mine—then continue picking your way through. The Gold Mine in the northwest is an important addition.

Use the Portal north of your town. This leads to a small map area with a second Gold Mine, a Crystal Mine, and an Altar of Light that is guarded by a small group of Angels. When you have the strength to capture it, add Angels to your force.



THIS SMALL AREA HOLDS A WEALTH OF VALUABLES AND A FEW DIFFICULT NEUTRAL FOES.

If you are ready to cross the river but don't have enough money for the gate toll, build a Shipyard in your town and create a ship to get your army across the river. Two enemy towns are guarded until you amass the currency needed to pass the gates, but the town in the northeast is vulnerable.



USE A SHIP TO CROSS THE WATER IF YOUR ARMY IS READY BEFORE YOUR FINANCES.



MOVE AGAINST THE PROTECTED TOWNS AND CRUSH THEM. WITH THE TOWNS IN YOUR POSSESSION, YOU CAN STARVE THE ENEMY ARMIES BY THWARTING REINFORCEMENT.



THE FIRST TOWN EASILY FALLS. THIS PUTS YOU ON MORE EVEN FOOTING WITH YOUR OPPRESSORS.

When you have two towns in your possession, all that remains is collecting enough cash to get past the gates. If necessary, sell some resources to get the 15,000 Gold. Take the towns, but catch the main enemy forces in the open. As long as you have at least 15,000 Gold, your troops move safely through the gates.

RUN! CRONX IS COMING

Victory Condition: Defeat Cronx, the Barbarian hero.

Loss Condition: Lose all towns and armies.

Map Difficulty: Expert.

Cronx, the brutal Barbarian Warlord, has entered your land intent on conquering it. Your animosity toward the other Lords of this region keeps you from joining with them against this common threat. Could this be the opportunity you've been waiting for? While the others are distracted by Cronx's advance, you could destroy them all—if you can stay alive long enough.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Purple	Can select army
Ally	Random	Orange	Can select army
Computer	Random	Red	Can select army
Cronx	Might	Blue	Cannot be changed

This scenario has a difficult beginning. You have little in the way of troops, and the neutral armies surrounding you and guarding the nearby mines are powerful and deadly. Use your starting resources to build up troops and perhaps add some spells to your hero's repertoire. You have an ally on the orange army; you can watch his actions and see the territory he exposes. On the downside, you can't grab the resources he takes.



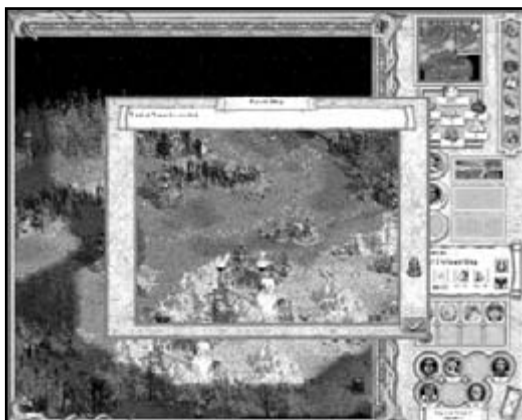
STAND STILL FOR A FEW DAYS AND GATHER AN ARMY BEFORE YOU ATTACK.

Once you start moving, claim the first-level creature generator to the southeast of your town. It's not much, but it makes your attacks a little more powerful. Your initial goal is to grab both the Sawmill and Ore Mine before your ally takes them.



YOU GET ADDITIONAL RANGED POWER FROM THIS CREATURE GENERATOR.

Locate the three Oracles around the map. There's one near your town, one by your ally, and one next to the red town in the southeast. Uncover the hidden item, which improves your hero's melee attack by 50.



GETTING THIS ITEM IS WORTH THE TIME AND EFFORT.

When one of the powerful neutral armies separating north from south goes, enemy armies will invade your territory. These armies are strong. Avoid them unless you are confident or have built fourth-level creatures.



DON'T FIGHT THIS BATTLE. AVOID THE ENEMY.

Build up, and use your troops to claim any Gold mines still being guarded. Sending a foray of troops into enemy territory to claim a mine gets you additional resources, if only for a day or two before it is reclaimed. When the time is right, strike at the most vulnerable enemy town—the weaker enemy is the best choice.



THE FALL OF THIS TOWN ELIMINATES AN ENEMY AND TAKES YOU CLOSER TO VICTORY.

The goal of the scenario is to hunt down and destroy Cronx. He is moving around on the map converting resources. He has a powerful group of creatures with him, so wait

until you build up multiples of your most powerful creatures. Any spells he has are weak and ineffective. Concentrate your missile fire on his strongest troops and take down his heroes.

THE BEOWULF TALES: PART ONE

Victory Conditions: Defeat Grendel.

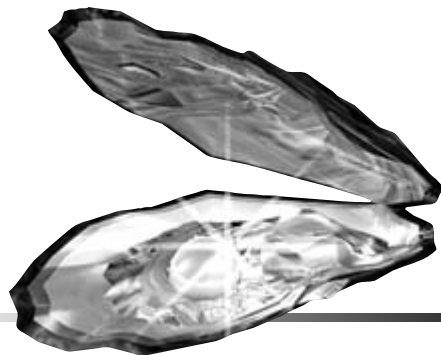
Loss Conditions: Lose Beowulf.

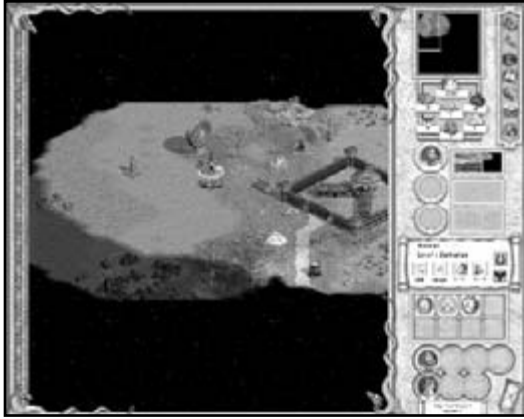
Map Difficulty: Intermediate.

A foul monster plagues the land of the Ring-Danes, killing its warriors, eating its people, and stealing its treasures. King Hrothgar can do nothing to protect his people. A bold warrior from the north named Beowulf arrives. What will transpire when Beowulf meets Grendel?

SIDE	ARMY	COLOR	VARIATIONS
Player	Might	Red	Cannot be changed
Computer	Chaos	Blue	Cannot be changed

This scenario starts aboard a ship off the shore from Hrothgar's Hall, which is yours when you land. A Longhouse, Centaur Stables, and Nomad Tents are built, and the Tavern, Ogre Fort, Cliff Nest, and Behemoth Crag are disabled. Build a City Hall, then start creating your army. Send Beowulf to explore the area. Because the Tavern is disabled, you can't hire additional heroes. Also, if Beowulf dies, you lose.





A LONE HERO AND A FEW BERSERKERS MAKE A SLIM START.

Your initial concern is the Sawmill and the Ore Mine to the south. Explore, adding more troops to Beowulf's stack. The enemy sends troops to attack you periodically, but you won't have too much trouble with them.



THESE MINES TO THE SOUTH ARE CRITICAL TO YOUR EARLY SUCCESS. TRADE THESE RESOURCES FOR CRYSTALS SO YOU CAN BUILD A CYCLOPS CAVE.

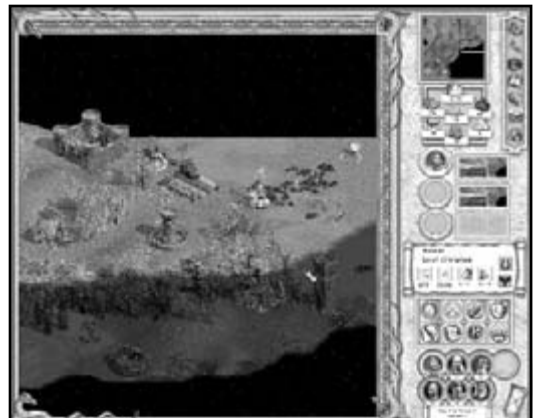
Keep your eyes open along the left side of the map for the town of Heorot Hall. Powerful troops guard it, but there aren't many of them. Grabbing Heorot Hall is

required for the next stage, so get it and boost it. Use the Caravan at Heorot Hall to ferry troops to Hrothgar's Hall every few days.



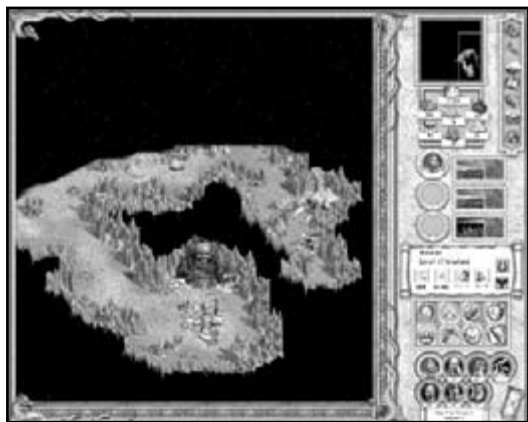
THE QUICKER YOU TAKE HEOROT HALL, THE FASTER YOU BOOST YOUR TROOP PRODUCTION.

Along the right side of the map is a well-guarded Shipyard. Blast through to it so you can purchase a ship. Sail south to the small landing below, fighting your way through Sea Monsters and Mermaids. To get through the gate to the south, possess both towns in the west; the gate will not fall until you possess Heorot Hall. Follow the path ahead of you to the next town, called Blackbog. Capturing Blackbog gives you the ability to create Black Dragons.



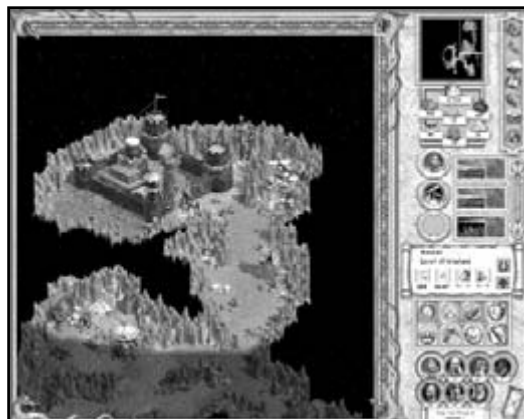
YOU NEED THIS SHIPYARD TO ACCESS THE SOUTHEAST PORTION OF THE MAP.

East of Blackbog is the entrance to a cave guarded by Mantises. This is a tough fight, but you need to get through. Walk into the cave to reach the second map, which takes you to Grendel's lair. Produce troops in your towns, because Grendel sends stacks of creatures through the portals to harass your towns.



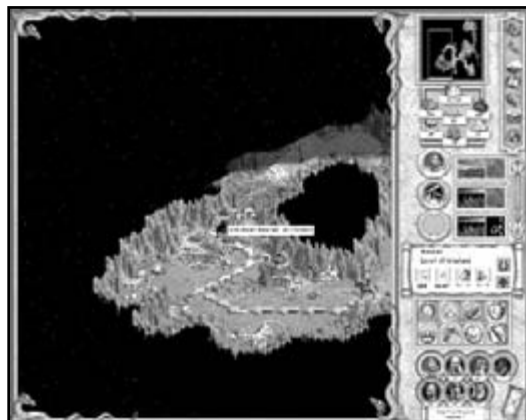
ON THIS NEW MAP IS GRENDEL'S LAIR. KEEP MOVING AND AVOID FIGHTS.

The first gate you come to will not open. Go right to the next gate. You will be able to open it, because you have Blackbog in your possession. Proceed northeast and take the town of Lurker's Den, which allows you to produce additional Black Dragons. The portal here leads to the first map.



TAKE LURKER'S DEN. IT ISN'T HEAVILY GUARDED. WHEN YOU HAVE IT, HOLD ON TO YOUR TOWNS TO WIN.

When you take Lurker's Den, head south. Pass through the gate to your left. Once through, follow the trail south and west to locate Grendel. Grendel's army consists of third- and fourth-level creatures, which means that before attempting this battle, you want more Black Dragons from Blackbog and Lurker's Den, as well as anything you can scrape together from your other towns.



GRENDEL'S ARMY IS TOO STRONG. GET MORE HELP IN THE FORM OF CYCLOPES AND BLACK DRAGONS.

THE ULTIMATE MUG OF ALE

Victory Conditions: Player must own three heroes: Homesweet DeGnome, Jerome DeGnome, and Garden DeGnome.

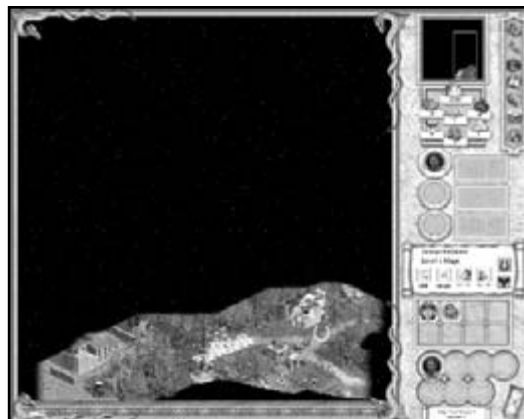
Loss Conditions: Lose George DeGnome.

Map Difficulty: Expert.

George DeGnome, the famous adventurer, is the victim of a mass kidnapping. The evil Nigel Butterworth III has captured George's mother, father, and sister. To ransom them, George must bring the recipe for the Ultimate Mug of Ale—a mystical drink that grants immortality to its drinker. A dire fate awaits George's family if he fails to find the recipe in time.

SIDE	ARMY	COLOR	VARIATIONS
Player	Order	Blue	Cannot be changed
Computer	Random	Red	Can select army
Nigel Butterworth III	Chaos	Green	Cannot be changed

You start in the southeast corner of the map. Move to get a few Gold Golems at the Golem Factory to the east and get Dwarves from the Dwarven Mines south of this. These troops get you started. Proceed east to the Portal and take it north.



FROM A HUMBLE START, YOU CRUSH AN EMPIRE.

Up north, get a few Magi at the Mage Tower. Go west, grabbing everything. Claim the Shipyard and build a ship. Sail across the river to the shore opposite. Not much is here, but what *is* here is important. In the hut is the woman who has the formula for the Ultimate Mug of Ale. To get it, return with a Greatsword, the Scale Mail of Strength, and the Dragonscale Shield.



GETTING THE FORMULA WON'T BE EASY. IT FIGURES.

Get in the boat and sail south. Claim the town on the western shore, which is lightly defended. Build up your army. This town will be your main base for awhile, so collect the resources to the south to beef it up. Be ready

for enemy bands that attack through the Portal south of town.



THIS TOWN GETS YOU STARTED.

Move south from your town. Another town to the south is barely built up and is easy to claim. Get it and hunt for the quest site to the west. When you get there, you receive the Greatsword, one-third of what you need to get the recipe.



A SECOND TOWN, A GOLD MINE, AND A THIRD OF WHAT YOU NEED FOR THE FORMULA. THIS IS A GOOD START.

With both towns under your control, move north to the blue Portal near your first town. Take this to the exit west. Follow the road here, investigating the Dragon Factory. Adding these troops to your arsenal gives you a huge boost. This road takes you past another enemy town. Grab it without hesitation. This destroys the red enemy. Even better, the quest site east of town gives you the Dragonscale Shield.



GO TO THIS QUEST SITE AND CLAIM YOUR SECOND ITEM, THEN DESTROY YOUR FIRST ENEMY.

Follow the road to the south to discover a barricade guarded by Nigel Butterworth III. He won't let you pass until you return with the formula. To get it, claim the Shipyard west of your third town, build a ship and sail down to the structure in the middle of the river. You get the third piece here, the Scale Mail of Strength. Return north to get the formula for the Ultimate Mug of Ale.



THE FINAL PIECE YOU NEED FOR THE FORMULA IS IN THIS SMALL STRUCTURE.

Nigel has rooked you. When you return with the formula, he makes off with it and fails to return your family. Now it's personal. Hunt him down and get rid of him once and for all.



YOU'VE BEEN SWINDLED! THIS WAS NOT THE DEAL.

Grab more troops from your towns and return to your ship. Sail south down the river, then east past the bend. A whirlpool is past some Sea Monsters. This is a nasty fight. Sail the ship down the whirlpool and out the other side to a new map. Land on the shore to the west.



SAVING YOUR FAMILY IS GOING TO BE HARDER THAN YOU THOUGHT.

Grab the town here and protect it with powerful troops. Move east to the next town and take this as well—to stop enemies attacking from behind. Head west, then north to the bridge, and cross it.



YOU DON'T HAVE TO TAKE THIS TOWN, BUT POSSESSING IT PREVENTS ATTACKS FROM THE REAR.

Across the bridge is one more town. Check it out. Your friend Nigel may be inside, or he may be off to the side. Break through the gate. Move forward, do battle with Nigel, and destroy him.



NIGEL'S GOT A TOUGH ARMY.

After Nigel is gone, take the ferry to the small island in the northeast. Collect all three of the Prisons to free your family.



FOR VICTORY IN THIS SCENARIO, GRAB YOUR FAMILY AND GET OUT.





A LAND WITHOUT A KING!

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

The king declared there should be no wars after his death. Your neighbors, however, paid no heed to the dead man’s instructions and started fighting. It’s up to you to keep the peace.

Side	Army	Color	Variations
Player	Random	Red	Can select army
Computer	Random	Blue	Can select army
Computer	Random	Green	Can select army

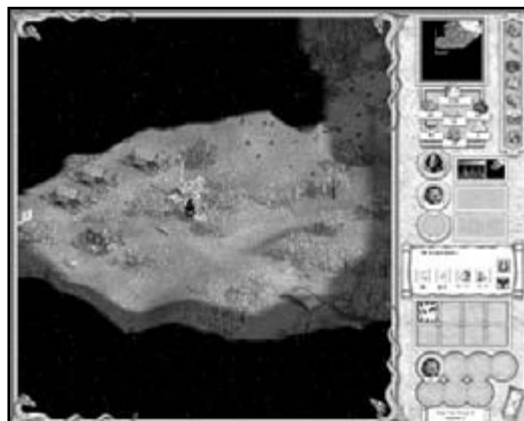
This is a basic scenario with clear goals and many items to find around your starting town. Two clearly indicated enemies are a good distance away from you at the start. You shouldn't have trouble building up yourself and sweeping through your enemies. A strong army nets you lots of resources, which make you unstoppable.



THERE ARE RESOURCES AROUND YOUR STARTING TOWN. COLLECT THEM ALL.

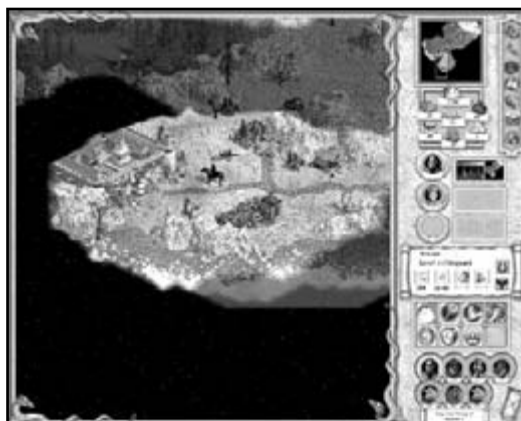
Start your expansion normally, adding structures you need and building up the largest army possible. Collect all resources in the area. Send two or three heroes to scout.

To the west of your starting town is a small collection of buildings: three structures where you recruit Peasants, a Sanctuary where you resurrect dead heroes, a Tavern, and a Market. This area is a great expansion resource. Grab the Shipyard to the southwest and send a hero out on the waves to collect floating resources.



FIND AND USE THIS COLLECTION OF BUILDINGS AS SOON AS POSSIBLE.

To the southeast of the building group, a bridge connects to the territory of your enemies. Find it, and check it periodically. Creatures guard it, but when you eliminate the creatures, it turns into a path your enemy can use to cross into your territory.



YOUR FIRST TARGET IS SOUTHEAST OF THE BUILDING CLUSTER.

Investigate the northeast corner of the map. A path leads to your other enemy's territory, but the prize is the Portal in the corner. Take the Portal to a blocked-off area in the middle of the map at its southern end.

Here are raw materials. Construct mines to collect them; they are safe from enemy hands.



THIS PORTAL LEADS TO A HUGE COLLECTION OF UNTAPPED RESOURCES.



CREATE STRUCTURES TO TAP THESE RESOURCES.

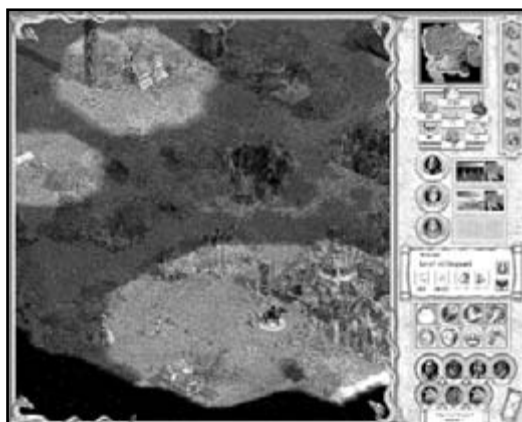
When you've built a sizable army, cross the bridge southeast of the building cluster and head toward the enemy town. With luck, you only find a minimal guard. Take the town, using the strongest collection of troops you can find. Wait until you have created a few fourth-level creatures before attacking. When you take the city, you also eliminate the enemy that possessed it.



YOU SHOULD ALSO EXPLORE BY SHIP. IF YOU REACH THIS PRISON, YOU GET ANOTHER HERO.

After you take the first town, build up forces and use the heroes in the area to claim the resources. Start a new hero in the town you took, or transfer all your previous armies to one hero and give units from the new city to another hero. Head east, skirting around the huge cliffs to find your remaining foe's territory.

Again, lay siege to the city, attacking anything that tries to leave, then striking with your largest and most powerful army. When the city falls, your victory is complete.



TO LAY CLAIM TO THE ENTIRE LAND, THIS THIRD TOWN IS THE LAST PIECE YOU NEED. WIN THIS BATTLE, AND YOU WIN THE SCENARIO.

BEEBEE AND THE THREE PIGS

Victory Conditions: Defeat Huffen, Puffen, and Blewenhausen.

Loss Conditions: Lose Beebee Wolfe.

Map Difficulty: Easy.

The Three Pigs are three fat merchants who rule the Valley of the Faerie's Tail. They tax everyone into the poorhouse, leaving their victims to eat grass and bark. Meanwhile, the Three Pigs set each meal as if it were a feast for 50 and throw the leftovers to the dogs. A young farmer named Beebee Wolfe has had enough.

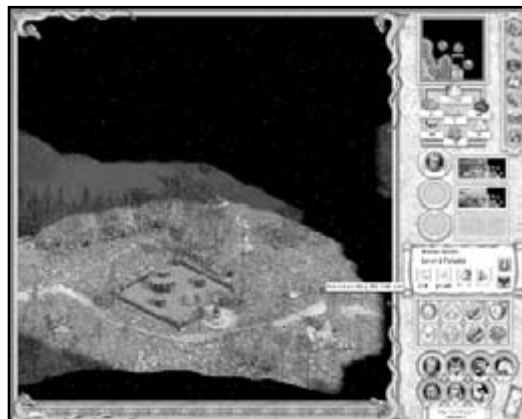
SIDE	ARMY	COLOR	VARIATIONS
Player	Nature	Green	Cannot be changed
Blewenhausen	Might	Red	Cannot be changed
Huffen	Chaos	Orange	Cannot be changed
Puffen	Chaos	Purple	Cannot be changed

Initially, you are safe. You have time to build up your forces. Explore north first, claiming all the creature generators. Claim the Fire Elemental Generator at the northern end of the peninsula.



GAINING ACCESS TO THE PYRE EAST OF YOUR TOWN IS TOUGH.

Continue east to the next town. Defenses should be light here; you will have no trouble taking it. This is another Nature town, so you can easily add troops to your forces. Because this town is closer to your ultimate goal, build it up and build a Creature Portal. There's a quest site north of this town.



THIS TOWN IS CLOSER TO YOUR ENEMIES AND MAKES A GOOD OPERATIONS BASE.

East of the second town, you find a barricade—a straw tower. You can't get through on your own. You need the help of five Fire Elementals. Bring them from the

generator by your first town, or create them at your Creature Portal. They must be in Beebee Wolfe's army, and you lose them as you break through the barrier.



THE ONLY WAY TO CONTINUE IS WITH THE HELP OF FIVE FIRE ELEMENTALS.

Past the barrier is the main Orange town. Move in and crush it. With the forces of two towns behind you, put this town under your control. This victory may not destroy the Orange foe, but it eliminates the Orange hero, Huffen.



TAKING THIS TOWN IS EASY. MOVE IN WITH A STRONG FORCE AND STEAL IT FROM YOUR FOE.

Getting the third town is critical, because it gives you a choice of where to go next. Find bridges to the northwest and east of this town. Explore the eastern bridge first, because it gives you access to a site where you can produce Air Elementals. You may not want to put these Elementals in your army right now, but you need access to them.



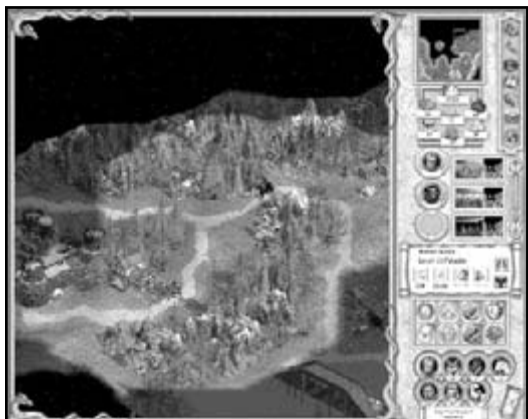
THIS ELEMENTAL SITE IS IMPORTANT WHEN YOU REACH THE NEXT BARRIER.

Cross the bridge to the northwest and follow the road northeast to find the other Orange city. Crush it, eliminating this threat. Use the Elemental site and your Creature Portal to add 15 Air Elementals to Beebee's army. Follow the road west to the next barrier—a stick barricade. The Air Elementals blow down the barricade and vanish.



YOU NEED 15 AIR ELEMENTALS TO PASS THIS BARRIER.

Past the second barrier is Puffen's town. His town is equipped to withstand your attack. Use your most powerful creatures for this battle. Taking this town eliminates Puffen, leaving your third and toughest opponent, Blewenhausen.



PUFFEN HAS ONE TOWN, BUT IT'S A TOUGH ONE TO BEAT.

A third barricade of Bricks is northwest of Puffen's town. To get through this barricade,

you need three Satyrs. A site to create Satyrs exists south of Puffen's town. Use three Satyrs in Beebee's army to get rid of the final barricade.

Start another hero. Use Chaos troops, because they allow you to concentrate your Nature troops with Beebee.



SATYRS ARE NEEDED FOR THIS BARRIER. FORTUNATELY, THEY'RE EASY TO GET.

With two heroes, you can quickly complete this scenario. Send one to destroy the town in the far northeast corner of the map. It's not difficult to do, so use your secondary hero for the job. Beebee is better at taking out Blewenhausen. With Beebee, follow the road, grabbing the town sitting northwest of the road. This leaves only a final town.

Follow the road, because you can't get through the teal gate. Ultimately, you find the teal Keymaster's Tent west of the final town. When you find it, you don't need it. Run through the gray gates and into the final town. It easily falls.



ONE TOWN REMAINS TO BE TAKEN BEFORE THE THREE PIGS ARE NO MORE.

BORING'S MOUNTAIN

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

This place is anything but dull, especially since Gold has been discovered near the volcano. Two Warlords have gone to war over Boring's Mountain, and they don't intend to stop until they control the entire region.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can switch with opponent, can select army
Computer	Random	Blue	Can switch with opponent, can select army

Both you and your enemy start with a pair of cities. You have the northern territory; your enemy occupies the south. Of your two towns, the eastern one commands most of your attention. Your western town cannot

build third- or fourth-level creature structures, which greatly limits it. Add a Fort and build a Harpy Peak or Nomad Tent, but funnel your cash and buildings to your eastern town.



THE EASTERN TOWN SHOULD BE THE CENTER OF YOUR ACTIVITY. START A HERO TO THE WEST, BUT CONCENTRATE ON THE EAST TOWN FIRST.

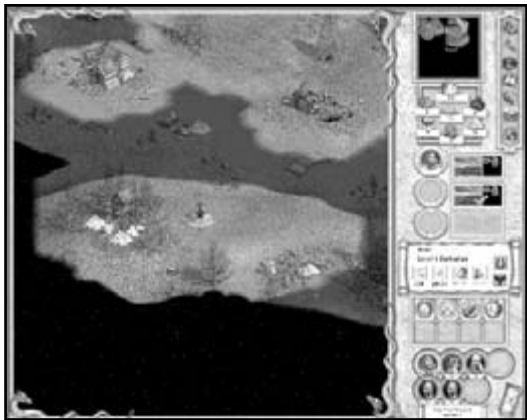
There's a lot to explore on your side of the map, particularly in the east. You find every type of mine here except Gold. All the Gold Mines are in the center of the map, heavily guarded by neutral armies. As you explore the east, build up the western force. At the very least, you need the Gem Mine there, and the Windmill helps as well.





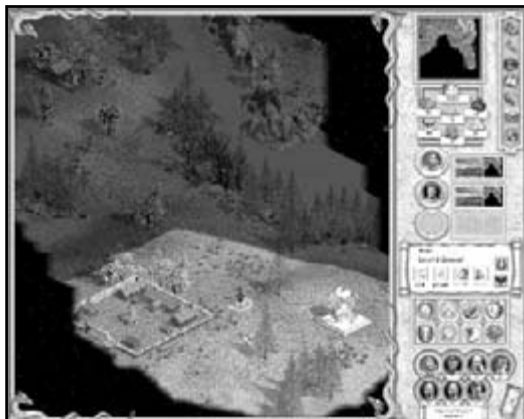
YOUR WESTERN FORCE IS WEAKER, BUT BIG ENOUGH TO TAKE CARE OF MINOR THREATS.

After you've cleared out your northern area and claimed the mines, probe to the south. Bridges on both sides lead to the center. Your western force isn't strong enough to break through the guards yet, but your eastern force is. Move down and head east, clearing out the entire area and claiming everything you can.



WHEN THERE'S NOTHING LEFT TO CONQUER ON THE NORTHERN END, MOVE SOUTH.

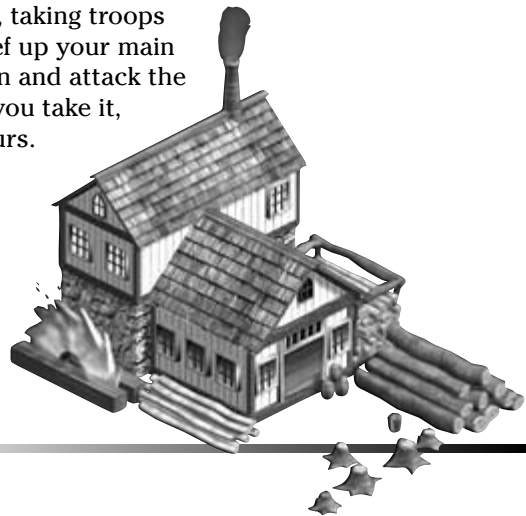
You also find the first enemy town on the southeastern end of the map. The enemy territory is the reverse of yours, which means that this is the weaker of their towns. They have no troops—maybe not even a Fort to protect them. This is an easy victory.



THIS TOWN IS VULNERABLE. YOU SHOULD HAVE NO TROUBLE TAKING IT.

From here, push west. Ignore the Gold Mines at the center of the map. If you truly desire them, build up another force using armies from both of your northern towns, and take them. Expect to lose a lot of troops in these battles.

By moving your force west instead, you can claim all the enemy mines, starving them of their resources. Move your western army down as well, taking troops from it to beef up your main force. Move in and attack the town. When you take it, victory is yours.





THIS FINAL BATTLE IS TOUGH, BUT NOT TOO TOUGH TO PULL OFF.

CONQUEST OF FOUR LAKES

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

There used to be wealth, thanks to the bounty of the Four Lakes, but now your coffers are running low. You barely have enough to last a couple of weeks! Rather than go poor, you decide to go to war.

SIDE	ARMY	COLOR	VARIATIONS
Player	Order	Blue	Can switch sides with other players
Computer	Nature	Green	Can switch sides with other players
Computer	Chaos	Orange	Can switch sides with other players
Computer	Life	Purple	Can switch sides with other players

Get two heroes working early and split your forces between them. Two powerful hero groups combing the countryside benefit you in the long run, because they give you a one-two punch combination that is difficult to defend against. The resource situation isn't as dire as your briefing suggests—there's plenty of material to go around. You just have to find it.



DOZENS OF MINES AND OTHER RESOURCES ARE OUT THERE. YOU HAVE TO FIND THEM AND KILL THEIR GUARDIANS.

Send your first hero east after a brief jaunt west to capture the Ore Mine. Don't worry about the path leading north that lies east of your town. Clear out everything along the bottom edge of the map. You find most mines here. You also discover, about halfway across the map, that there is no way to cross to the southeast corner. It's blocked, which means you don't have to worry about being invaded from this quarter. After about a week, start a second hero and send him up the west edge of the map.



PROBING THE LEFT SIDE OF THE MAP REVEALS OPEN TERRAIN.

Your easiest first target is the Green Nature enemy in the northwest. Follow the eastern edge of the lake until you find the ferry. Use it to cross over, which puts you in perfect position to take most of Green's mines. Get the mines, then the town. Their resistance should be light. With luck, they've built up the town significantly, allowing you to move in, build up a force, and start a third hero right away.



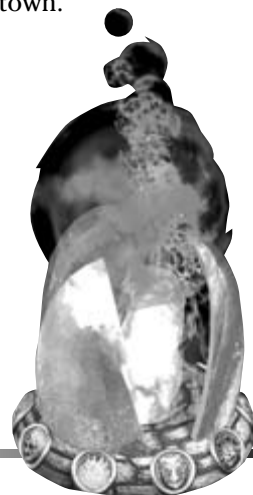
YOUR FIRST CONQUEST IS IN THE NORTHWEST CORNER.

Now comes the more difficult part—crossing over the center of the map. Use the ferry to cross the lake again and stay north. Grab the Snowshoes inside the snowy area and run across this terrain. Continue along the top edge of the map, heading directly into the purple territory. There are mines here to steal, giving you a huge amount of resources.



TOUGH NEUTRAL ARMIES WAIT IN THE SNOWY TERRAIN, BUT YOU CAN AVOID MOST OF THEM.

Move in with a pair of heroes. As you attack the Purple town, send up reinforcements from the towns you possess. Tempt your enemy by stealing its mines, then sneak in and grab the town while they are protecting the mines. One hero leads the enemy away; the other takes the town.





THIS TOWN MIGHT BE TOO HARD TO TAKE RIGHT NOW. IF YOU CAN LEAD THIS ARMY AWAY, ANOTHER HERO CAN EASILY GRAB THE TOWN.

All that remains are your Chaos foes in the southeast. By the time you reach them, they have their most powerful troops ready to go. Avoid their main army if you can. Have one hero lure the army away while the other moves in on the town.



YOU CAN DO A LOT OF DAMAGE TO THIS ARMY AND CLEAN UP WHAT'S LEFT WITH ANOTHER HERO.

DOG DAYS

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

In this land, every day is a dog day of summer! All this heat makes people short-tempered, so it's no surprise that everyone is at war.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Green	Can switch sides with other players, can select army
Computer	Random	Orange	Can switch sides with other players, can select army
Computer	Random	Purple	Can switch sides with other players, can select army
Computer	Random	Teal	Can switch sides with other players, can select army

You and each opponent start with a corner of the map. You're in the southwest. Three bridges are in your territory, which you can look at by accessing the Portal near your town. The northern and southern bridges lead to enemy territories; the central bridge leads to the middle of the map. You find Wood, Ore and Gold in your territory. Find small caches of the other resources, or trade for them.



RESOURCES ARE SCARCE FOR YOU ON THIS MAP, BUT ALL OF YOUR OPPONENTS HAVE THE SAME PROBLEM.

You have a few weeks before anyone starts making forays into your territory, so clear out what you can. Find a couple of creature generators worth collecting. When you are ready, consult the Thieves Guild to see which of your opponents is weakest and concentrate your forces there. Leave a second hero and a force in your town to guard against enemies that come from the other corner.



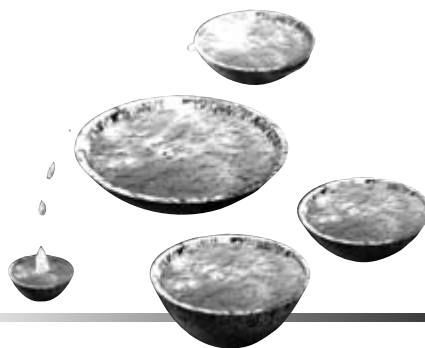
THE GREEN FORCE IS IN THE NORTHWEST AND THE ORANGE ARMY IS IN THE SOUTHEAST. YOU CANNOT GET TO THE PURPLE ARMY IN THE NORTHEAST DIRECTLY.



THE NORTHERN GREEN ARMY IS A TEMPTING TARGET WHEN YOUR ARMY IS READY.

What you found in your area you also find in your enemies' territories—Wood, Ore, and Gold. The towns are in the map corners. Cut down any roving groups before you assault the town, and capture or block their creature generators to prevent them from gathering reinforcements. The fall of an enemy town should mean the production of a new army and a new hero to lead it. With half of the map under your control, you can move against the two enemies from both ends of the map.

Again, use the Thieves Guild to figure out which opponent is most vulnerable. By this time, generate Gold every turn as well as Wood and Ore. You can use these to trade for the raw materials you need to build your fourth-level creature generators to add more punch to your army. Move against the weaker of your two remaining foes with the best army you have.





ANOTHER ARMY FALLS TO THE ONSLAUGHT OF DEATH. THIS MEANS MORE GOLD, WHICH MEANS A BIGGER ARMY.

To break into the center of the map, you need a strong force. The guardians of the far ends of the bridges are tough second- and third-level creatures. When you reach the center, however, the rewards are great. There is a neutral town waiting to be taken, and loose caches of Sulfur, Mercury, Gems, and Crystals. These allow you to generate a fourth-level creature structure in one of your other towns.

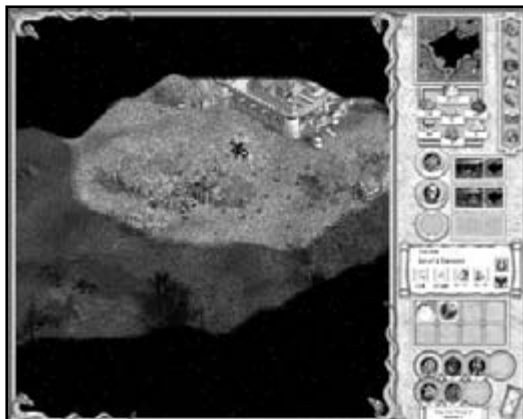


THE CENTER OF THE MAP IS RESOURCE-RICH, BUT IT TAKES A POWERFUL FORCE TO BREAK IN.

With the resources of three map corners under your control, don't take the center. Move in on the final army from both sides, pinching it off. You may want to stage a pair of attacks on this last town, using the first army to clear away as many troops as you can, then bringing in the second to finish the job.

Tip

IF YOU ATTACK THE FINAL TOWN WITH TWO ARMIES, HAVE THE FIRST CONCENTRATE ON ENEMY TROOPS, NOT HEROES. HEROES ARE RESURRECTED WHEN THE BATTLE IS OVER; TROOPS ARE NOT.



ONE ARMY SETS UP A BLOCKADE TO LOCK THE ENEMY INSIDE ITS TOWN WHILE OTHER ARMIES COME UP FROM THE LEFT AND BOTTOM OF THE MAP FOR THE FINAL STRIKE.

GULF OF NAYR

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

The seas lowered overnight, exposing a land bridge that cuts off the Gulf of Nayr from the rest of the ocean. Because you have no ports available, this event will ruin your economy unless you can conquer the lands of the kingdom across the gulf.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Purple	Can select army
Computer	Random	Red	Can select army

You have a large, open map to explore and only one enemy to worry about. You have all of the resources you need to build everything, but money is always tight. Your best bet: Get a second hero up and running to cover more territory. Your Mercury and Crystal mines are in the east; your Gem and Sulfur mines are in the west. Send one hero each direction to collect them all.



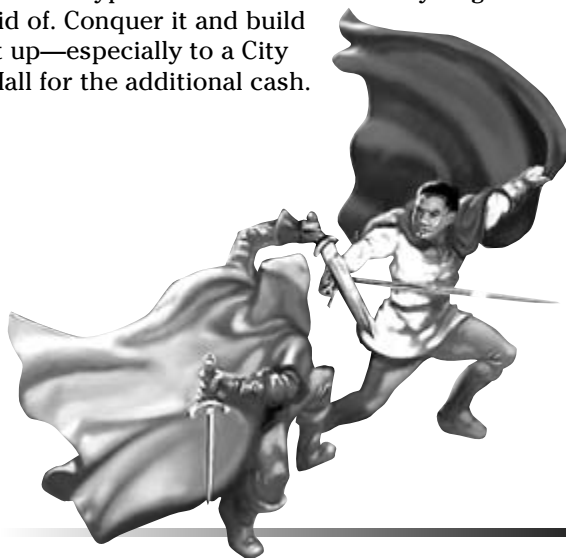
RESOURCE COLLECTION IS CRITICAL EARLY. THE FASTER YOU COLLECT RESOURCES, THE MORE QUICKLY YOU BUILD A CRUSHING FORCE.

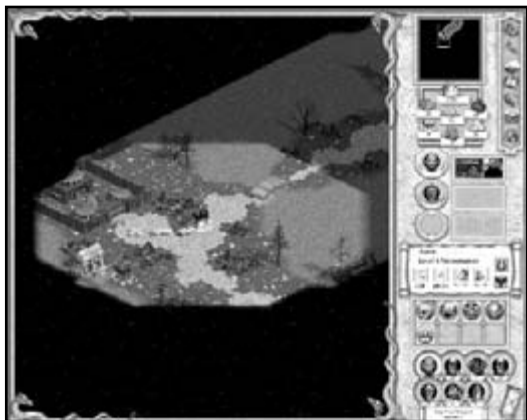
When one of your heroes collects both of the resources he set out to get, reinforce him from your town, then head northeast. A stairway leads down, about a day-and-a-half's travel away. You need a strong army to explore the new area, but it pays significant dividends.



YOUR GOAL IS TO GET THE FIRST HERO DOWN THE STAIRS TO THE SECOND MAP.

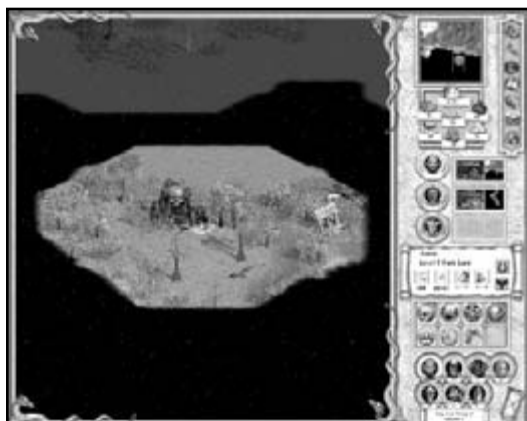
The second map consists of a narrow strip of islands that zigzags south. You face one powerful army and a weak one near one of the bridges. Press south to the town—a random type with forces that are easy to get rid of. Conquer it and build it up—especially to a City Hall for the additional cash.





GRABBING THIS ADDITIONAL TOWN GIVES YOU A BOOST IN MONEY AND ARMY SIZE.

Continue to build forces at your first, main town and add troops at your new one on the second map. Build up two very powerful armies as quickly as possible. Send the army that conquered the town to your original town and reinforce it, then send it down to the second map. Move this army, together with the one you are building at the second town, to the south, clearing the path to the enemy territory.



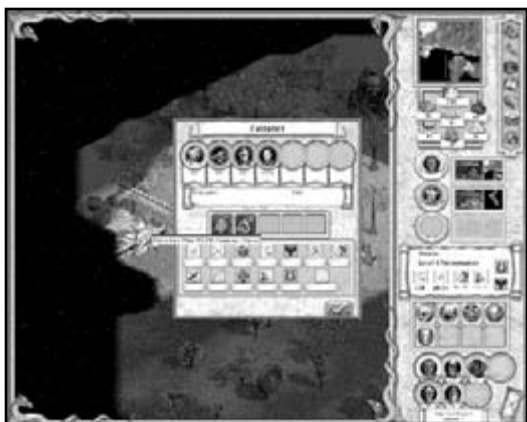
ONE HERO EMERGES INTO ENEMY TERRITORY. THE SECOND CLIMBS THE STAIRS ON THE NEXT TURN.

It's time for a game of cat-and-mouse. The main enemy army can't attack in two places at once, so divert its attention. Have your weaker army move east to attract the attention of the enemy forces. Get them to move toward your army by capturing their resources. Lead them as long as you can. When they catch up, fight until you can retreat. Kill as many of them as possible.



KILL WHAT YOU CAN BEFORE RETREATING TO YOUR HOME TERRITORY.

This strategy leaves the enemy town undefended. Move in your other army and conquer it. After you hold it, keep all your towns out of enemy hands for three days to complete your victory.



YOUR ARMY WILL HAVE NO TROUBLE CRUSHING THIS MEAGER RESISTANCE.

IN WAR WITH THE IN-LAWS

Victory Conditions: Take town—Castle Terwilliger.

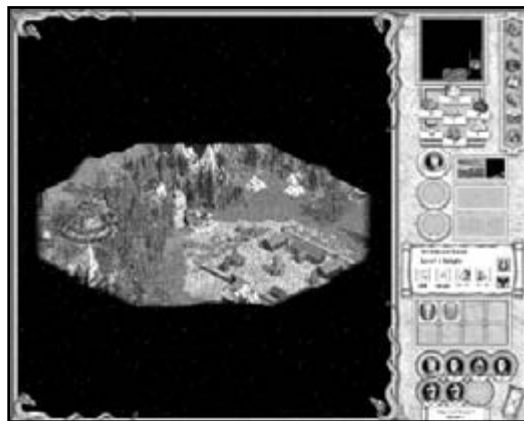
Loss Conditions: Lose hero—Sir Ed Dactyl.

Map Difficulty: Intermediate.

Defying convention, Ed Dactyl marries the fair maiden Moonara Tor, but they don't have time to enjoy the honeymoon. Moonara's family steals her away to their home in the swamp, and are willing to fight to keep her there!

SIDE	ARMY	COLOR	VARIATIONS
Player	Life	Purple	Can select army
Computer	Might	Red	Cannot be changed
Computer	Nature	Blue	Cannot be changed
Computer	Death	Green	Cannot be changed
Computer	Might	Orange	Cannot be changed
Computer	Chaos	Teal	Cannot be changed

Each enemy is a relative of Moonara Tor. You have to crush them all to complete your job. Send Ed east to grab the Ore Mine, then go west, picking up everything you find the yellow Portal. Use this to find a second town that is easy to take. You can't build up this town, because its highest-level structures are disabled, but it's worth taking for the extra income and lower-level troops.



THE YELLOW PORTAL WEST OF TOWN LEADS YOU TO ANOTHER TOWN THAT HELPS GET YOU STARTED.

It takes you a few weeks to gather the resources in this area and build your towns enough to venture out. The way out of your starting area is west. You can't get through the red gates yet, but you can pass through the gates to the southwest. Store some troops here to guard your back—this gives you another army to thwart invaders coming through the red gates.

Tip

WHEN YOU WALK OUT OF THE GATES, THERE IS A BARRIER DUE NORTH. PAY THE 3,000 GOLD TO OPEN IT AND GET BOOTS THAT REDUCE YOUR MOVEMENT PENALTY IN THE SWAMPY TERRAIN AHEAD.

To the west is your first real opponent, the Blue Nature towns. This army's two towns are next to each other. Only the southern town puts up resistance. After you have these towns, collect everything in the area, investigating northeast before walking up the western edge of the map.



THE BLUE NATURE TOWNS ARE CLOSE TO EACH OTHER. GET THEM ON TWO CONSECUTIVE TURNS.

On the western side of the map, you encounter the Green Death enemy. Its first town is simple to capture. North of it is the Green Death enemy's second town, which puts up a fight. Before proceeding, find the blue Keymaster's Tent along the western edge of the map, south of the Torture Chambers, where there are Imps to add to your army. With Death and Nature towns under your control, start some new heroes and get them exploring.

Now you must face off against the Orange Might opponent. It's had a few months to build, so the Orange Might's forces are ready for you. They have three towns. One is east of where you enter. The second and most important is south of that, and the third is along the eastern side of the map. Take them down in turn, collecting resources as you go.



THE BLUE KEYMASTER'S TENT IS CRITICAL TO GETTING THROUGH TO THE CENTER OF THE MAP.

The red Keymaster's Tent is near the second of the orange towns. This allows you to bring up troops from your original towns quickly, avoiding the need to caravan them long distances. There are also stairs down. Take the stairs and fight through the teal enemies. You find a key that you can use on the eastern side of the map to enter the final territory, the lands of the red opponent.

Your goal is to take Castle Terwilliger in the northeast corner. Move in with your strongest force and lay siege, following your main force with a second hero in case the first battle goes poorly.





CASTLE TERWILLIGER LIES IN THE EXTREME NORTHWEST.

JUST ANOTHER MINE WAR

Victory Conditions: Control all four of your enemy's vital mines.

Loss Conditions: Lose control of all four of your vital mines.

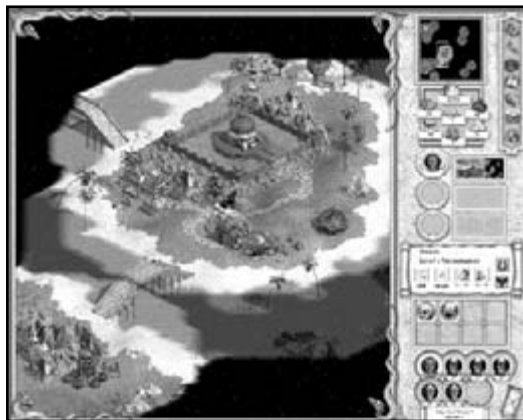
Map Difficulty: Intermediate.

The lucrative trade agreement between the twin cities of this coastal land has crumbled. The rulers of two island nations, along with their allies, vie for control of each other's precious Crystal and Sulfur mines. Which kingdom will emerge victorious?

SIDE	ARMY	COLOR	VARIATIONS
Player	Death	Red	Can switch with other player
Ally	Random	Green	Can select army
Ally	Random	Orange	Can select army
Computer	Life	Blue	Can switch with player
Computer Ally	Random	Purple	Can select army
Computer Ally	Random	Teal	Can select army

You aren't trying to destroy or conquer enemy towns. Take over their four Crystal Mines while protecting your four Sulfur Mines.

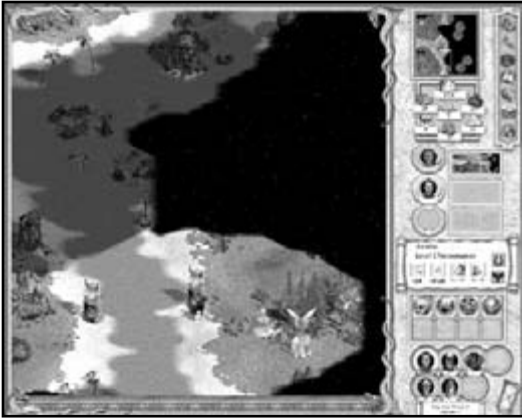
The different focus requires a different approach. You start on an island near the center of the map with your two allies nearby, one in the northwest and one in the southwest.



ORE MINES AND SAWMILLS ABOUND; TRADE SULFUR FOR OTHER RESOURCES.

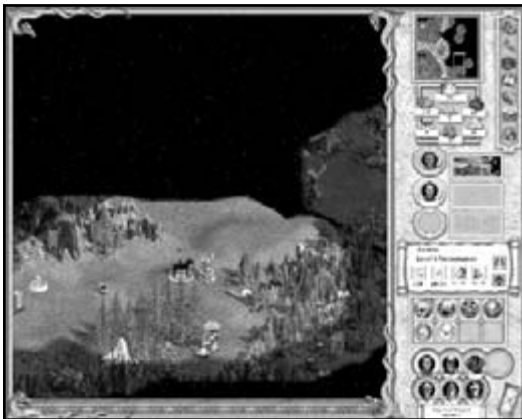
As with any mission involving allies, you can't take anything your allies own. You generate tons of Sulfur every turn and can use it to trade for the resources you need. Have your hero go either to the northwest or southwest, depending on the second-level generator you want to build. A Barrow Mound lies to the northwest and a Kennels to the southwest.

You have excellent access to everything on your side of the map. Bridges lead from your small island to those of your allies, and Portals move between their islands. Portals also lead from the islands of your allies to the islands of your main opponent's allies. Move a force over to take away some of their resources, especially if you also can strike one of their towns.



THESE PORTALS LEAD TO ENEMY TERRITORY.
MOVE A HERO OVER WHEN YOU ARE READY.

The problem with taking the enemy Crystal Mines is that each is guarded by a pair of Angels. You need a large force to take them over—Angels are tough. Counteract this by creating a force heavy on Venom Spawns, which hit hard and damage whatever they hit for the rest of the combat. Leave some troops in the area to guard each Crystal Mine you take. You might even want to leave troops in the mine.



THIS FORCE WILL HAVE A TOUGH TIME TAKING THIS MINE. COME BACK WITH BONE DRAGONS, DEVILS, OR MORE VENOM SPAWNS.

It's also possible to take the enemy towns. Take them to ease the pressure on the Crystal Mines. Taking your opponent's towns prevents your opponent from launching attacks on your mines. Even better, you can use the troops created in these towns to stand guard over the mines after you capture the towns.

There are four Oracles on the map, one in each section of ally territory. The prize for collecting all the Oracles is a powerful Sword. It's worth collecting if you get the chance, but don't jeopardize a hero or his armies to do it.

The goal is to take the mines. Don't assault your opponent's main island or destroy his armies. Leave behind troops to protect the mines for a turn or two before moving troops in from a nearby town to provide more security. When you have all four mines, the scenario ends.



TAKING THE CRYSTAL MINES IS WHAT IT'S ALL ABOUT.

LAST MAN STANDING

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

Corruption runs rampant throughout the kingdom. Every noble turns a blind eye for the right price. You have witnessed the deterioration of this land for years and cannot stand it anymore. It's time for a change, and who better to make it than you?

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army
Computer	Life	Blue	Cannot be changed
Computer	Nature	Green	Cannot be changed
Computer	Order	Orange	Cannot be changed
Computer	Order	Purple	Cannot be changed
Computer	Nature	Teal	Cannot be changed

Last Man Standing features a map riddled with Portals. It's easy to get lost, confused, or in over your head amid its twists and turns. Be methodical. Slow and steady takes this map easily and with style; being too aggressive gets you stomped.

The map is two equal sections, each with three armies. You start in the south. The orange and green enemies are northeast of you. Each side has a neutral town in the corner—the southeast corner in your case.

It takes you a couple of weeks to grab the resources around your town and build up to at least third-level creatures. After you give your hero a decent army, build additional troops to remain behind—the threat of sneak attacks is real. Move your army northeast and attack the Orange Order enemy.



YOU SHOULD COMPLETE YOUR FIRST CONQUEST AFTER FOUR OR FIVE WEEKS.

From here on, action speeds up. With two towns under your control, you can expand faster. Green is the next target. Its town sits northeast of the formerly orange town. Investigate the volcanic territory to the south. You can take the neutral town, but it's not necessary. Look for the stairway down to the second map.



THIS STAIRWAY LEADS TO A STRANGE SECOND MAP.

The first part of this new map has a few resource caches and items to pick up. Take the one-way Portal to the center, where there are more resources and cash and three

Mage Towers. The one-way Portal that leads out of this area returns you to an island in the middle of the original map.



THE SECOND MAP HAS PLENTY OF RESOURCES. IF YOU STARTED A HERO FROM THE ORANGE ORDER TOWN, THIS IS A GREAT PLACE TO GET REINFORCEMENTS.

Take the blue Portal west of your original town to a small island in the southwest corner, where another Portal takes you to the opposing side. Given that you have half the map under your control and are generating copious resources, you should have no trouble sending two or three huge armies to crush your remaining enemies. The left side of the map is the same as the right. Reinforce your towns—the threat of enemy armies is constant.



EXPECT TO CONTEND WITH SOME SIGNIFICANT NEUTRAL ARMIES.

MARANTHEA'S ISLE

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Hard.

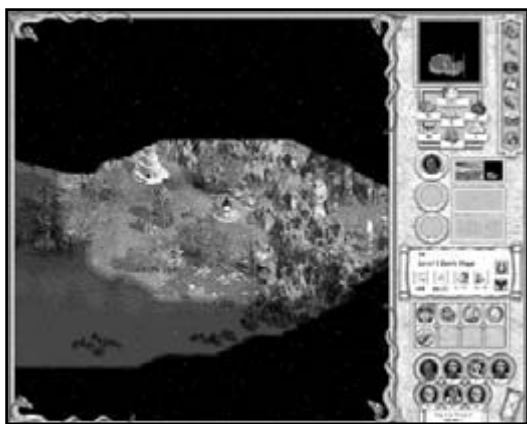
You have been at war with your archrival for as long as you can remember. Tired of your childish ways, the Goddess of Cruelty, Maranthea, banishes you both to a remote island somewhere on the Plane of Punishment. "Now, you can play all you want, little ones! Have at it!" she commands.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Blue	Can select army
Computer	Order	Red	Can select army

Maranthea's Isle isn't as difficult as some other scenarios. You've one opponent to worry about, and the island is small. There's no way to build a ship, which means you needn't worry about being attacked by sea. There's nothing in the water to get. Grab the

Sawmill to the west and the Mercury and Ore mines to the south and east.

From there, move south. This map has a few large fights that are tough to get through. Defeating the neutral armies pays off handsomely, however. For instance, slaying a strong neutral group in the north reveals a few resource caches, several structures where you can learn new skills, and more. In the south are a creature generator, Treasure Chests, and more structures.



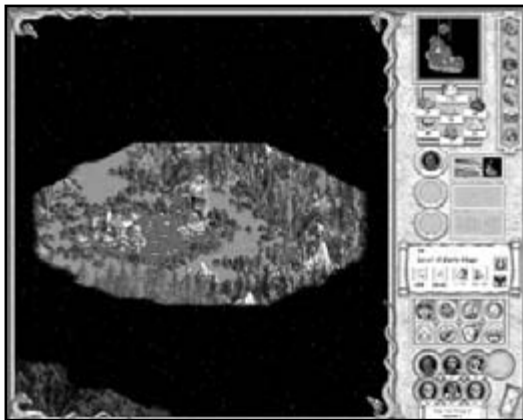
YOU CAN ACCESS THIS MAGE TOWER, GEM MINE, AND THE TREASURE CHESTS AFTER A SINGLE FIGHT.

Battles up north are tough, but also rewarding. Explore to locate a Sulfur Mine north of your town as well as two alcoves filled with structures. Along the wall that separates your territory from your foe's is a critical Gold Mine. Get this when you have the forces to do so.



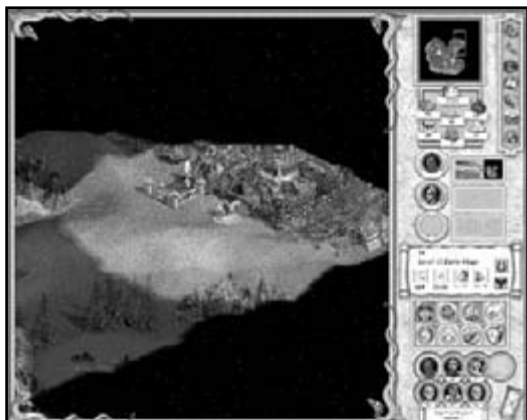
THIS ALCOVE NORTH OF THE GOLD MINE BOOSTS YOUR HERO'S SPELL POWER.

One important feature of your half of the map is the lack of a Crystal Mine. You have everything else, but you must either hoard Crystal or trade for any Crystal you require. Don't worry about a resource imbalance—your opponent lacks Mercury, which means you must closely guard the Mercury Mine. To look for resources, use the Portal at the southern end of your territory to go to a small island in the north. Break past the army of Elementals (there are dozens of each type) to find a cache of goodies.



THE SINGLE FIGHT ON THIS TINY ISLAND IS DIFFICULT. IF YOU NEED RESOURCES, THE BATTLE IS WORTHWHILE.

Expect frequent enemy forays into your territory, by underpowered armies that break their teeth on the neutral forces in your territory. Sweep around periodically, and start a second hero if you have the resources and can spare the troops. With your main force well in hand, take the road through the gate separating the two halves of the island and ride up to the enemy gates. The enemy has third-level creatures and may have fourth-level ones, but combine all your armies into one stack to have enough raw firepower to emerge victorious.



IF YOU GO STRAIGHT FROM YOUR TOWN, YOU CAN'T MISS THIS ENEMY STRONGHOLD.

ROCK AND A HARD PLACE

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

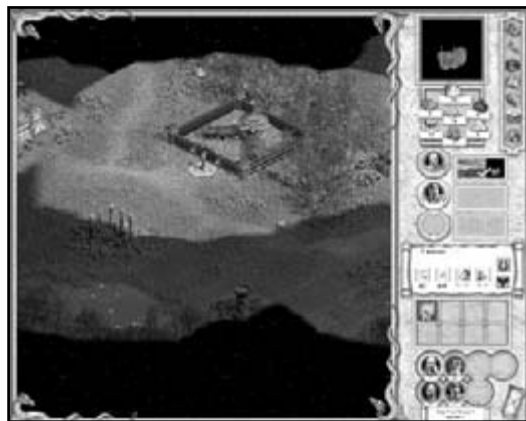
Map Difficulty: Expert.

Your kingdom lies at the crossroads between three rival nations. Each seeks to invade its neighbors, but doing so leads it through your lands. You must stop the rival nations—or they'll destroy you!

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army
Computer	Order	Blue	Cannot be changed
Computer	Death	Green	Cannot be changed
Computer	Might	Orange	Cannot be changed

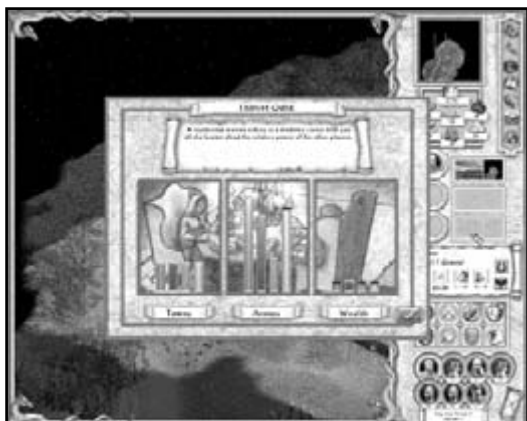
You start in the center of the map, surrounded by three enemies. The trick is to get going rapidly, trading resources at the market to get third- and fourth-level creatures before your opponents do. After you establish an edge, knock them down.

Move out and check to the west for Wood and the east for Ore. These basic building blocks get you a few buildings. Get a Town Hall in the first week as well as your second-level creature generator. Also, put up a couple of levels of your spellcasting guild (if you aren't playing Might). Check farther east of the Ore Mine for additional troops. You should be producing third-level troops by the end of the second week at the latest.



SEVEN DAYS IN, YOU ARE PRODUCING CYCLOPES!

Work around your central island, grabbing resources and artifacts. Add a second hero; while one hero does the bulk of the exploring with a larger, deadlier army, the other can sweep around looking for invaders. Use the Thieves Guild to check on the status of the other armies. You are looking for a target that is underpowered in comparison to you.



THE GREEN DEATH ARMY IS BEHIND IN TERMS OF RAW POWER. IT MAKES A TEMPTING TARGET.



THE DEATH TOWN FALLS TO YOUR RAMPAGING HORDE, LEAVING TWO ENEMIES TO DEAL WITH.



THE GREEN DEATH ARMY IS TO THE WEST, THE ORANGE MIGHT ARMY IS TO THE NORTH, AND THE BLUE ORDER ARMY IS TO THE EAST.

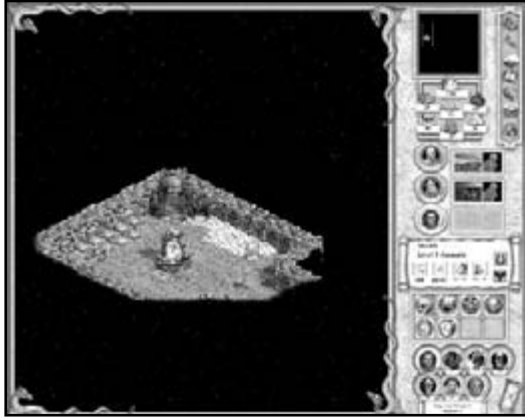
As one army sweeps the area between the bridges, looking for encroaching enemy armies, your main army should move in and take over your weakest opponent's land. Grab the resources, paying special attention to Gold Mines. Gold is the one resource you lack, and each of your enemies has a Gold Mine in his territory. Move in and conquer the enemy Castle. Taking the town ends one threat, although you may need to clear away an army or two after the town is yours.



MEANWHILE, YOUR OTHER ARMY GUARDS THE BRIDGES. BEEF UP THIS ARMY.

Consult your Thieves Guild, checking for the weaker of your remaining opponents. Augment your attacking force with units from your main town, adding raw power without stripping your guarding army. While your main force moves into position to take out the second enemy, place your secondary army on the bridge separating your territory from your third opponent. Lay siege to the second Castle and claim it as your own.

Get past the guard; a staircase lies four days' ride north of the Death town. It's heavily guarded, but the effort to get inside is worth it. Down the stairs are piles of Gold and tons of Treasure Chests. There is also a place to recruit both Ice Demons and Devils; fight huge armies of both to gain them.



THIS SMALL SECOND MAP IS LOADED WITH GOODS AND TROOPS.

It's time for the final assault. Move down into the final territory and claim the mines. Have a force protecting the bridge—either the army you had there already, or one moved up from one of your new towns. After you take your last opponent's resources, you can win by attrition, forcing him to exhaust his resources while you build and shuttle troops to your army. Be prepared for a vicious final battle, but the advantages you have assure victory.

SEARCH FOR THE OLD HEROES

Victory Conditions:	Convince Rynthis, Pratath, and Timin to return to service.
Loss Conditions:	Lose hero—Davith Bothain.
Map Difficulty:	Intermediate.

Three old heroes—Rynthis, Pratath, and Timin—are called into service to save the kingdom against an enemy invasion. Unfortunately, no one knows where they are. The fate of the kingdom falls to Capt. Davith Bothain of the City Guard as he sets out to find these brave veterans.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can select army
Computer	Random	Teal	Can select army

This scenario has two maps, both convoluted and complex. As you discover on your second turn, you have six months to find the missing heroes—and you need all that time. Many obstacles stand between you and your goals. Before you search, grab the resources around your town. They are to the north and to the east and west. Go clockwise, complete this task, and end up at your town.

While you gather resources, you are told that your first target, Rynthis, moved to an island in the southwest. You also get some bad news. The approaching fleet makes your kingdom appear vulnerable, prompting your neighbor to the east to declare war. You have to contend with its troops as you search for the three heroes.

Head south from your town, following the road across the bridge. Hug the coast to the left until you find the Shipyard. Capture it, build a ship, and sail southwest. Rynthis is in the Keymaster's Tent on this island. Finding him should take you no more than five weeks.



RYANTHIS IS IN THE RED KEYMASTER'S TENT IN THE SOUTHWEST.

Ryanthis says that your second hero, Pratath, has a fondness for the desert and was last seen heading east. Look through the Portal north of where you found Ryanthis to see where you'll find Pratath—the opposite corner of the map. It takes you weeks to get to him.



IF YOU MADE IT TO RYANTHIS QUICKLY, SAIL FOR A DAY OR TWO COLLECTING ITEMS FROM THE WATER. IF YOU SAIL THROUGH THE WHIRLPOOL, YOU ARRIVE AT A SMALL POCKET ON THE SECOND MAP THAT IS LOADED WITH RESOURCES.

Return to your ship and sail to the mainland. The farther south you land, the more resources you can capture on your way to Pratath, but the longer it takes you to find him. Balance getting what you need with getting where you need to be on time. Find Pratath by the end of the second week of the fourth month.

Land in the south to gather resource mines as you move toward Pratath. By this time, you are generating enough income to

purchase all the troops you can build every week, and your town is completely built out. Gold Mines are worth taking, but you don't need much else in the way of resources. Don't take the mines if it's not worth the time.

A few towns dot this area of the map. You can capture them, but they aren't valuable. Building capacity is limited in both the Nature town in the south and the Life town near the center of the map. You can't generate heroes at either, and you can't build Caravans to move in troops from your original town.



YOU CAN TAKE THIS NATURE TOWN, BUT YOU CAN'T BUILD IT UP MUCH, SO ITS VALUE IS LIMITED.

Capture another Life town to the north. You can't recruit heroes here; use the Caravan to bring in troops from your first town and add them to your hero's stack.

The road to Pratath is south of this town, through the teal gates, which a large group of Crossbowmen man. Follow the road through the gates to the northeast corner of the map. Pratath is in the teal Keymaster's Tent. He tells you that Timin is in the underworld. Use the Portal to view his location, then head south. The stairs down are past the teal gates that sit north of the Dragon Cave.



PRATATH IS IN THE TEAL KEYMASTER'S TENT.

The road to Timin is littered with dangerous foes and pitfalls. Worse, its frequent distractions tempt you away from your goal. You don't have a lot of time, and you can't go directly to Timin. Purposefully move.

Head north from your entry point, go over the ramp-like bridge, then curl to the south. Stay west as you move down the map, and don't worry about the second bridge. Instead, use the ferry to cross the water. An enemy town here is a distraction to lure you away from finding Timin. Avoid it and follow the road instead.



FIND THE FERRY AND USE IT TO CROSS TO THE WEST.

Move west and north past this last enemy town. Take the bridge on the north end of the island. When you find the Portal, use it. It shows you the location of the green Keymaster's Tent as well as the green gate. Follow the beach to find the green tent.

From here, head northeast to the green gate. Pass through and follow the path to where Timin awaits you. As an added distraction, you pass another enemy town. Don't worry about it. Head toward Timin.

The bad news is that a large and nasty group of Black Dragons and Mantises block the path to Timin. You need every powerful troop for this final combat. Bring any Angels or Champions you build at your Life town and all the fourth-level creatures from your original town to bear on these Dragons. After getting through them, go to the Tavern and find Timin. When you find him, the scenario ends.



A FINAL SHOWDOWN AGAINST THE HUGE GROUP OF DRAGONS AND MANTISES OPENS THE WAY TO TIMIN.



LAND OF OUR FOREFATHERS

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Intermediate.

Refugees from overpopulated nations are settling on your ancestral land. There is nothing you can do about it, short of war. Perhaps this land has been peaceful for too long

SIDE	ARMY	COLOR	VARIATIONS
Player	Might	Red	Can switch with other players
Computer	Order	Blue	Can switch with other players
Computer	Nature	Green	Can switch with other players
Computer	Chaos	Orange	Can switch with other players
Computer	Life	Purple	Can switch with other players
Computer	Death	Teal	Can switch with other players

This is a standard scenario. The scenario represents all six armies. Each starts with a good amount of territory that strong neutral armies block from the others; each has everything it needs to become a powerhouse in a few weeks.

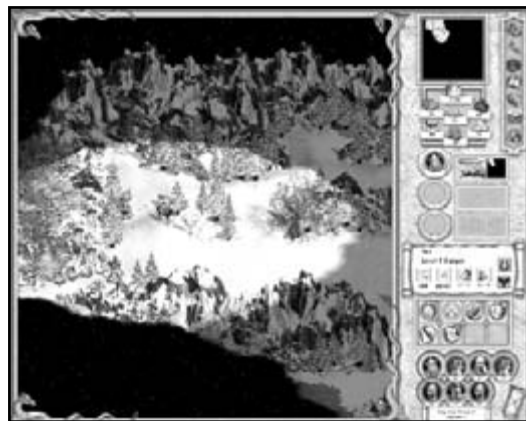
Add open space to run through, mobile heroes (thanks to magical items each is given at the start), and dozens of resource caches, and you get an interesting situation.

You start in snowy tundra in the north-west corner of the map. Explore the area surrounding your town to find everything but Sulfur. You don't use a lot of Sulfur, and what you start with is enough to build everything you need. Quickly build up. When the mines are under your control, head through the gap to the west of your town, then head north.

The weak point in the neutral armies is around your territory in the far west. Go through and explore the Green Nature territory to the south.



MOVE THROUGH THE GAP WEST OF YOUR TOWN, THEN UP. THERE'S PLENTY TO FIND IN THE NORTH.



EXPLOIT THE WEAK LINK IN THE NEUTRAL ARMIES AROUND YOUR TERRITORY.

The Green army won't put up much of a defense. Its town is tough to miss if you follow the path; you can take the town with your main force. Start a second hero in your first town, using him to clear out anything you missed. In a week, start a second hero in the new Nature town.





THE NATURE FORCES WEAKLY RESIST THE MIGHT OF YOUR ARMY FROM THE NORTH.

Capture the Shipyard to the southeast of the Nature town, use it to build a ship or two, and send your armies down by water.



USING SHIPS AVOIDS SACRIFICING YOUR ARMIES TO NEUTRAL TROOPS.

The rest of the scenario is repetition. When the Order town is under your control, build remaining structures there, purchase armies, and start another hero to claim resources and protect the town. You want one solid army patrolling each of your territories, freeing your main force to crush enemy resistance in new territories.

Send your main force back to your first town for some substantial reinforcement after you take the Order town. It makes sense to start on the right side of the map and work from the top down. As long as you reinforce this army and maintain patrols in the areas you've taken, you will have no trouble defeating your remaining opponents.



WITH THE WEST UNDER YOUR CONTROL, THE EASTERN TOWNS WILL FALL LIKE DOMINOES.

SEA POLITICS

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose all towns and armies.

Map Difficulty: Easy.

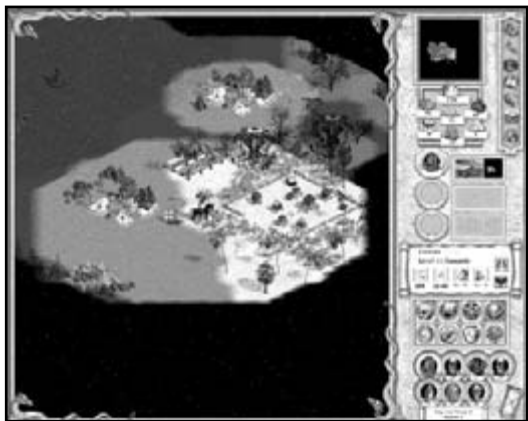
The Pirates of the Ingress Isles tricked you and the other lords of this region into going to war, making it easier for them to raid merchant ships. You have no intention of allowing them to profit from your mistakes. You're determined to conquer not only the other lords, but also the Pirates.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can switch with other players
Computer	Random	Blue	Can switch with other players
Computer	Random	Green	Can switch with other players
Pirates	Chaos	Orange	Cannot be changed

You begin in the map's center, surrounded by your three foes. Movement is difficult because of strong neutral armies blocking every route. It's not unusual, for example, to find a neutral group of Titans standing in front of a couple of items.

If you are the first to break through some of these barriers, you find a wealth of items, resources, and more. Your most vulnerable opponent is the Pirate enemy, who resides on the islands southeast of your town. To get there, break through the creatures north of your town and take the ship. You have to do this to find your Mercury Mine.

You find an entire series of easily taken towns. Crush Orange, adding another hero. Build City Halls in all of the towns you take, but do more extensive build-ups in only one or two until you have resources to do more.



THE PIRATES RESIDE ON A SERIES OF ISLANDS TO THE EAST. THESE TOWNS ARE RIPE FOR THE TAKING.

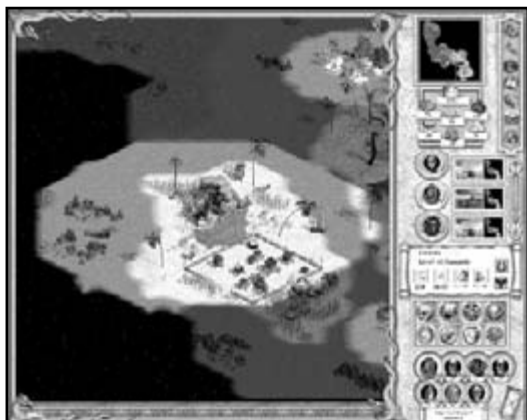
Continue exploring the water with one hero while you start another at your main town. After you build up the new hero's forces, he can explore west and north. Build up one of your new Chaos towns, adding a new structure every turn. Start a new hero in this town while your first hero explores.

Several creature generators in the area are worth taking so you can add to your new Chaos forces. This new army can become massive quickly, and makes a good force for returning to the mainland in the southwest.



THREE ORC GENERATORS PROVIDE POTENTIAL FOR A POWERFUL RANGED ATTACK.

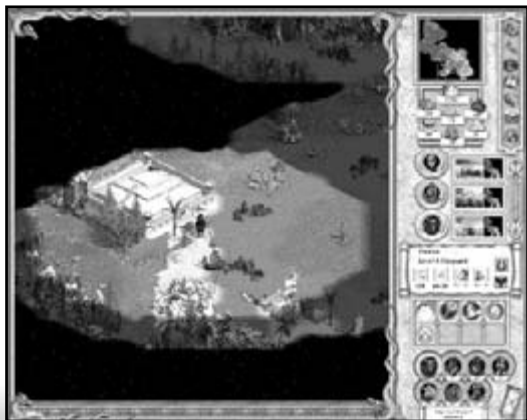
West of the main Orange town, a staircase leads to a small second map. A few powerful neutral enemies are here, as well as some items worth finding. Another entrance to this area emerges on another small island.



THIS STAIRCASE IS WORTH EXPLORING WHEN YOU GET THE CHANCE.

Your new Chaos army can land next to one of the Blue towns in the south—it's their main town. If you've been diligent in adding structures to the Chaos town before you sent off your army, you will have fourth-level creatures (preferably Black Dragons) available for the assault on this town. It will easily fall to you.

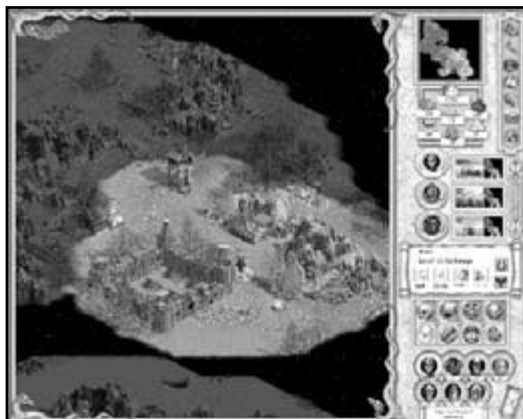
Expect an attack in this area from a main Blue force in the next few days. When you defeat that army, your Chaos force can sweep through the area, ridding it of the last vestiges of Blue.



PREPARE FOR BATTLE! IF YOU CATCH THE BLUE TOWN WITHOUT ITS MAIN FORCE PRESENT, IT WILL QUICKLY FALL UNDER YOUR CONTROL.

While all of this is happening on the islands and in the south, the second force from your original town should probe north and northeast. The exploration turns up plenty, including mines to aid your expansion. There are also more neutral towns that are so easy for a large force to take that you shouldn't lose a single unit.

Reinforce from your town to increase the size of this force. In the northeast, you bump into the Green forces. If you've been reinforcing for months, they won't stand a chance.



THE NORTH AND NORTHEAST HOLD SEVERAL ADDITIONAL NEUTRAL TOWNS. USE THEM TO GENERATE ADDITIONAL RESOURCES AND ADDITIONAL ARMIES.

THE DRAGON'S WRATH

Victory Conditions: Be the only player to own towns.
Loss Conditions: Lose all towns and armies.
Map Difficulty: Hard.

The Dragon Warlord has tired of you and your fellow lords fighting. He has decided to end the violence.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Green	Can switch with other players, can select army
Computer	Random	Orange	Can switch with other players, can select army
Computer	Random	Teal	Can switch with other players, can select army
The Dragon Warlord	Chaos	Red	Cannot be changed

This map is shaped like a huge dragon. You start in the dragon's left wing. The Orange enemy is in the right wing, the Teal enemy is below you to the left of the tail, and the Red enemy—the Dragon Warlord—is to the right of the tail.

Move west from your town, gathering all your resources as you go. Feed troops into this army. Your target is the neutral town due west, which is of the same type as your first town. Get it and use it to add additional troops to your main force. This helps pacify the dragon's left wing.



ADDING ANOTHER TOWN TO YOUR EMPIRE LETS YOU QUICKLY BUILD A LARGER ARMY.

Your problem is the powerful Border Guard Towers blocking pathways to the center of the map and the enemy territories. Each contains fourth-level troops, generally Dragons. It takes time to break through them. A shortcut is the blue one-way Portal to the southwest of the second town, which takes you to the heart of the dragon map.

Send over a large force and take what you can. The most important target is the Red Might town north of your entry point. Get this, and use Caravans to move reinforcing troops from your first two towns.



GETTING THIS TOWN NOT ONLY ADDS VARIETY TO YOUR TROOPS, BUT IT ALSO ALLOWS YOU TO REINFORCE YOUR ARMY FROM YOUR PRIMARY TOWNS.

The other benefit to being in the middle is that it harbors five Oracles that can lead you to the Grail, buried in what would be the dragon's throat. The Grail grants you the ability to produce special structures in your towns, increasing your production and spells.



THE GRAIL, WHICH YOU FIND IF YOU LOCATE THE ORACLES, IS WORTH POSSESSING. IT IS HERE.

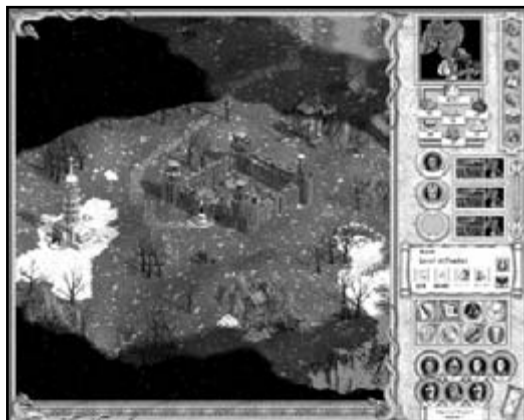
Build a second army in your first two towns and send it down the western side of the map. The border at the bottom of the left wing is unguarded, which means you can move your troops right into the Teal area. The terrain is unfavorable, but you should have an advantage in terms of firepower. Clear out the area, eliminating this enemy.



PROBE THE BORDER GUARD TOWERS LEADING TO THE CENTER. ONE IS UNOCCUPIED.

In the center of the map, move your main army south into the dragon's body and flaming breath. Probe the Border Guard Towers, looking for a vacant one. While the Red army is more powerful than you and your other opponents, it spent troops breaking through one or more of the borders.

Send your army to catch the Red enemy before it builds up a large force of Black Dragons. Take the Red towns to have an advantage over its roaming troops. You can only build up one of the Red towns to produce fourth-level troops, and it doesn't have that ability. In short, the Dragon Warlord starts strong, but doesn't have what it takes to maintain that strength.



THE CHAOS TOWNS OF THE RED ENEMY AREN'T POWERFUL. THEY MIGHT BE UNGUARDED.

With the center of the map, the dragon's body and breath, and the area to the west of the tail under your control, gaining access to the right wing is no problem. Build up to Black Dragons and use them to destroy the border guards, then move in with your largest army and complete your conquest.

UNHAPPY TIMES

Victory Conditions: Defeat all enemy towns and heroes.

Loss Conditions: Lose all towns and heroes.

Map Difficulty: Expert.

Bickering among the nobles of this region has escalated to full-scale war, casting the Empire into disarray. Emperor Dertronius is quiet. As a loyal supporter of the Empire, you try to stay out of the conflict, but your neutrality is getting to be more difficult to sustain.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Blue	Can switch with other players, can select army
Computer	Random	Green	Can switch with other players, can select army
Computer	Random	Orange	Can switch with other players, can select army
Computer	Random	Red	Can switch with other players, can select army

It's difficult to keep track of what's going on in this scenario. The map is littered with towns—your starting two are on opposite sides of the map. You have the usual starting amount of resources, but resource mines are only around your western town. Resource caches lie around the eastern town, but it doesn't have much in terms of producing mines.

Grab what's around you. Keep any Treasure Chests you find, because the Gold helps you build up your resources. Your heroes suffer, but hoarding Gold is the best way to develop your armies. You need to build up both towns—both are critical to your ultimate success.



YOUR WESTERN TOWN HAS MINES. CAPTURE THE BORDER GUARD TOWER HERE AND PLACE TROOPS IN IT AS AN EXTRA DEFENSE.

A few days in, you hear disturbing news. Your loyalty to the king has bought you nothing. Instead of helping you pacify the rebelling lords, he's hoping to move in with his troops and claim your ancestral land. You must fight not only the other lords, but also the king.

You can get some additional help near both towns. Move west from your eastern town. Take a neutral town nearby. Don't build up this one too heavily right away, but do build it up to a City Hall for the extra income it provides.

From the western town, send your army south. There are several towns here. The one along the western edge of the map is the most significant, because it has a Fort.



THIS TOWN HAS SOME CRITICAL STRUCTURES IN PLACE, MAKING IT A WORTHY CONQUEST.

You have to expand in multiple directions. In the east, expand to the north. The Green army has two towns here. Getting both of them frees your armies on this map to head for other territories.

It takes you time to do this, but after you accomplish the deed, you can slowly build up these towns, leaving the troops at home to guard against enemy incursions. Your main army can move west to the islands.



THE TOWN IN THE CENTER OF THIS AREA IS EASY TO TAKE. THE ONE IN THE NORTHEAST IS TOUGHER.

In the southwest, clear the Orange town on the bottom edge of the map, then move north to take out the final Orange town in this area. Keep the four towns in this map area heavily reinforced, because the king's Red army has Portals that take him into your lands.

You have the benefit of a Shipyard in the east, which is important. You can only reach the king's lands in the southeast. Get this Shipyard as soon so you can start ferrying in troops to take out the king's towns.



THIS TOWN STARTS WITH ALMOST NOTHING. YOU NEED TO CHANGE THAT AS QUICKLY AS POSSIBLE.



Only mopping up remains. In the middle section of the map are several easily taken neutral towns, reachable by ship. Bridges connect these islands to the Orange and Green lands in the northwest, making them excellent staging points for your armies.

Because of the resource drought on this map, many enemy armies are lacking their most powerful creatures. Your diligence in guarding your resources and keeping the Gold you find in Treasure Chests pays dividends. These armies have nowhere to run, and will be easily crushed by your forces.



SOME ISLANDS IN THE NORTH CONNECT TO ISLANDS IN THE NORTHWEST, ALLOWING YOU TO CROSS INTO THE GREEN AND ORANGE LANDS.





CHAPTER 11

The Extra Large Scenario

ZANFAS' CHALLENGE

Victory Conditions: Defeat all enemy towns and heroes or capture the towns.

Loss Conditions: Lose all towns and armies.

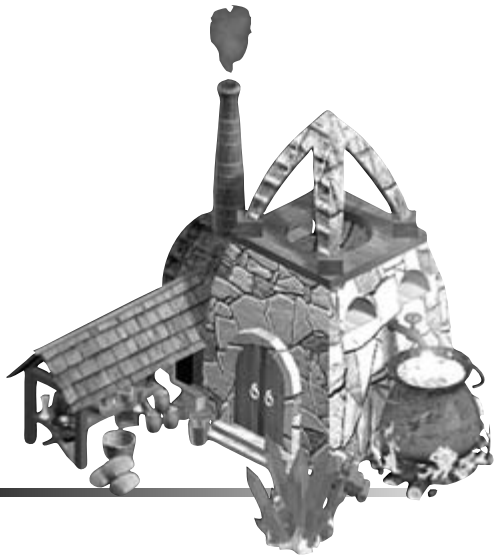
Map Difficulty: Intermediate.

Zanfas, one of the wealthiest and most respected men in Lugast, has no heir. He has set up a challenge and invited several well-known adventurers (including you) to take part. The objective is simple—defeat your opponents and conquer Zanfas' Island. The victor becomes heir to the wealthiest empire in all Lugast.

SIDE	ARMY	COLOR	VARIATIONS
Player	Random	Red	Can switch with other players, can select army
Computer	Random	Blue	Can switch with other players, can select army
Computer	Random	Green	Can switch with other players, can select army
Computer	Random	Orange	Can switch with other players, can select army
Computer	Random	Purple	Can switch with other players, can select army
Computer	Random	Teal	Can switch with other players, can select army

You deal with a huge map, so send one or two more heroes to scout the countryside as soon as possible. There's too much territory for one hero to monitor. Explore the southwest to find a town; capture it right away.

Fully scouting the area takes a long time, and you're short on resources. Make collecting mines and building up your two towns your prime objectives. First, take over the neutral town to the west and build it up to a City Hall. Second, find your two Gold Mines; there's one in the south and one in the east. It's worth spending an army to get one.



CAPTURE THIS UNDEVELOPED TOWN IN THE WEST. USE IT TO BUILD UP ANOTHER ARMY AND TO GENERATE EXTRA GOLD.

The central area is key to this scenario. You and your opponents are spread out along the edges of the map. The center is a huge island loaded with resources, mines, and creature generators that could boost your armies' power tremendously. It takes time to work up enough muscle to get there, but your opponents have the same problem. Get there first.

If you get there by month 2, you'll be first. You could even get there in month 3 and be first. Start by building a ship. There is a Shipyard southeast of your main town.





THE CENTRAL ISLAND IS LOADED WITH NEUTRAL ARMIES, ITEMS, EXPERIENCE, RESOURCES, AND TOWNS. BE THE FIRST TO GET HERE, AND VICTORY IS ALMOST GUARANTEED.

Near the Shipyard is the red Keymaster's Tent. Get the password before building a ship, then send another army southwest and down the western edge of the map. You find a red Border Guard Tower that requires this password. If you can break it down, you have a huge jump on your nearby Blue opponent, who isn't ready for you to show up this quickly. As usual, steal any of his resources that you find on the way in, and take everything else en route to collecting his towns.



THE BLUE ENEMY TO THE SOUTH IS UNPREPARED FOR YOUR ATTACK. YOU SHOULD HAVE NO TROUBLE WITH THIS TOWN.

The rest of this scenario is not quite mop-up, but the basic theme continues. You can expand both south and east from your original position, knocking down opponents as you come to them. Every town you take—especially well-developed towns—should become home to an ever-increasing army.



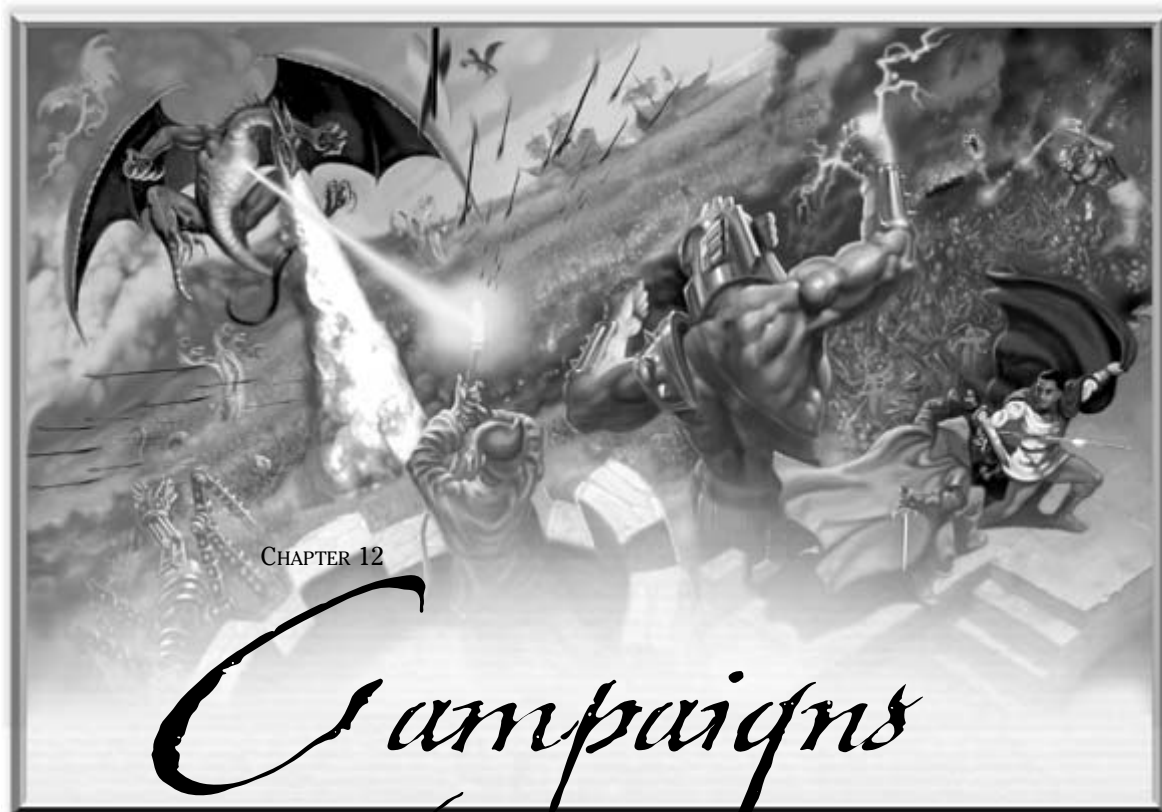
Resources are a constant problem, so stash a few powerful troops at your Gold Mines to keep them safe. Placing troops from nearby creature generators in your mines is an effective tactic. You weaken your main armies by doing this, but you force your enemy to attack your mines with more than a hero, leaving your enemy's territory vulnerable.



YOUR ENEMIES TEND TO CONCENTRATE ON ONE TOWN. THEREFORE, MANY OF THEIR TOWNS ARE UNDEVELOPED AND EASY TO TAKE.

You also can launch attacks from the central island. Two Black Dragon caves in the middle of the island are tough to conquer, but worth it. Ferry troops in from the central island every few weeks. This gives you a nearly unstoppable army, allowing you to pinch off clusters of enemy armies and towns and conquer entire areas of the map at once.





CHAPTER 12

Campaigns

LIFE CAMPAIGN: THE TRUE BLADE

The Drawing of the Blade

Victory Conditions: Defeat the Normic and Caileen heroes.

Loss Conditions: Lose Lysander.

Map Size: Medium

Map Difficulty: Novice

SIDE	ARMY	COLOR
Player	Life	Purple
Computer	Life	Teal
Computer	Life	Red
Computer	Chaos	Orange
Computer	Might	Green

The first hero is a Knight named Lysander, the rightful king. He is at the gate of the northwestern town. Three things make this town special among your starting three: It contains a Sanctuary (where you can resurrect heroes), it is a Citadel, and it is the only town in which you eventually can make Level 4 creatures.

The other towns are to the southeast and south. Each has its own random hero (a Priest in the southeast, a Knight in the south).

To the east of the northwestern town is a red Portal that leads to a similar Portal near the town to the southeast. Several resources, artifacts, and other interesting locations are in the area.



THE SOUTHEASTERN TOWN IS A HUB, WITH PORTALS LEADING TO BOTH OTHER TOWNS.

The southeastern town is flanked by two Portals: a red one leading to the northwestern town and a blue one leading to the southern town.

Finally, the southern town hosts two Portals. The first (blue) spans the distance to the southeastern town. The green one is the exit of a one-way Portal. You find the entrance later.

Collect and claim all resources in the vicinity of each town.

The Priest (southeast town) should avoid crossing the bridges to the northwest and instead battle her way south. Avoid the cursed ground east of her town, however—Venom Spawns are formidable foes, and Lysander should claim victory over them in a quest.



DON'T TAKE YOUR PRIEST INTO THE VENOM SPAWNS' LAIR. THAT'S LYSANDER'S JOB LATER. INSTEAD, HEAD SOUTH FROM HERE.

The area to the south of the Venom Spawns features a Monastery, a Sanctuary, and a Barracks.

Quest: Bring the Peasants

Find a house outside the wall and to the east of the Sanctuary and venture inside. If you send 10 Peasants to the woman in the house, she gives you 5 Healing Potions.

Find the nearest Hovel and recruit five Peasants. Return to the house and receive your reward. A hero must accompany the Peasants for you to complete the quest.

Your other Knight should, after clearing the area southwest of the bridge, head west, then north toward the northwestern town. He shouldn't, however, face the Griffins that guard the sole path to the southwest.



YOUR KNIGHT HERO SHOULD STOP HERE ON HIS RECON JOURNEY, BEFORE CHALLENGING THE GRIFFINS. GO NORTH INSTEAD ... FOR NOW.

Lysander should head south to find an Archery Range and turn northeast toward the northern coastline.



LYSANDER'S PATH IS ON THIS ROAD TOWARD THE COAST. STOP AT THE HOUSE EITHER NOW OR LATER TO RECEIVE AN IMPORTANT QUEST.

Quest: The Ankh of Life

East of the Archery Range is a house (Adamus' Retreat). Go inside to receive a quest: Find the Ankh of Life and have Lysander return it.

To complete the quest, Lysander must defeat the Venom Spawns east of the southeastern town. Wait for more experience and a larger army before undertaking this task.

When you have the Ankh, return to Adamus's Retreat. Add a powerful Priest (Proetho) to your army.

Follow the coastline east until you reach the Shipyards. Snag a boat and explore the seas, first to the west, then to the east. Look on one of the western islands for a blue Keymaster's Tent.



Quest: Harpies and Mermaids

Your first stop after getting the ship is a small house floating to the northeast of the shipyard. The inhabitants ask you to rid their area of Harpies and Mermaids.

When you vanquish them, return to this house and receive a Seaman's Hat as your reward. This item allows you to board and disembark boats with no movement penalty.

Puzzle: Buried Treasure

Visit the island north of the floating house to find your first Oracle. When you click on it, it shows you the location of buried treasure (marked by an X).

Go to the spot indicated in the vision (it's close) and select Dig for Treasure under the game menu. You need a full day to dig, so get into position and call it a day for this hero. When the new day starts, begin digging.

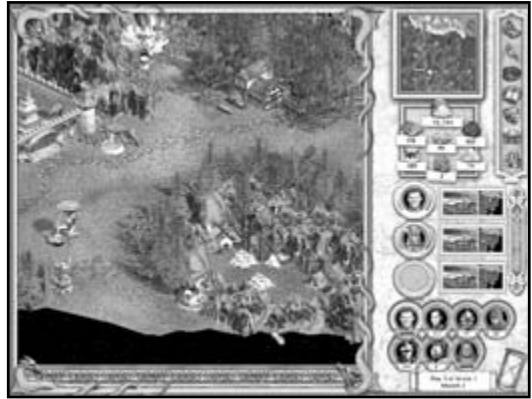
When you reach the island farthest to the east, there is an entrance to a one-way Portal. This leads to the Portal exit near the southern town. When you've explored the sea, enter this Portal to be transported to dry land, or sail back to any place you like.

Assemble your armies and head down the westernmost of the Griffin-guarded paths. Defeat the Griffin and take the Teal town in the lower southeast corner of the map.

Quest: Bring Proetho

The tower to the southeast of the town contains a quest. Lysander must make Proetho gain the Quest Guard trust. If you've already conscripted the burly Priest, the quest is immediately fulfilled. If not, complete the Ankh of Life quest and get Proetho to join your party.

You must complete the Proetho quest to get to the purple Keymaster's Tent behind the tower. Enter it to gain an important bit of access.



VISIT THE PURPLE KEYMASTER'S TENT BEYOND THE QUEST GUARD TOWER TO ACQUIRE AN IMPORTANT PASSWORD.

Continue northeast to take the next town and exploit its environs before continuing east.

Quest: The Black Dragon

Visit a farmhouse along the southern edge of the map. Its resident tells a sad tale and gets you to agree to slay a nearby Black Dragon.

To the northeast is a blue-flagged tower. If you visited the offshore Keymaster, the tower disappears as you enter it. Behind it waits a cluster of Black Dragons. Kill them and return to the farmhouse to collect your reward: a Dwarven Hammer. This item plays a part in a later quest.

Continue east and take the next Red town before charging up the path southeast of the town. To the east are the mines that are your final objective. Before venturing inside, take the city to the northeast and comb the remaining area.



YOU CAN'T ENTER THE MINES WITHOUT GETTING THE COMMAND WORD FROM THE PURPLE KEYMASTER (IN THE SOUTHWEST CORNER) AND COMPLETING THE DWARVEN HAMMER QUEST.

Quest: Dwarven Hammer

In a house northwest of the mines (near the Mercenary Camp) is a man—Clodman the Builder. He makes you an offer: If you get him his Dwarven Hammer, he'll tear down part of the wall he built around the mines.

You should already have the hammer. If not, get it by completing the Black Dragon quest. When you hand it over, Clodman breaks down the wall, giving you access to your final battle.



IF YOU JUMP THROUGH ALL THE HOOPS, THE MINES ARE ACCESSIBLE. VENTURE INSIDE FOR THE FINAL FIGHT.

With the wall open, the mines are ready for assault. Enter and attack the last vestiges of the Red army. After you defeat them, the first scenario is complete.

The Trials

Victory Conditions: Reach the Oracle of Dawn by completing all her quests.

Loss Conditions: Lose Lysander or Proetho.

Map Size: Small

Map Difficulty: Intermediate

SIDE	ARMY	COLOR
Player	Life	Purple

Collect the goods in the vicinity, form one group, and enter the blue Portal to the underground. Spend a few days collecting Gold, fighting meanies, and ensnaring resources.

Take the Portal to the surface and enter the tower ahead to take the Trial of Greed and cross the bridge.



THE SOUTHEASTERN AREA BEYOND THE BRIDGE OFFERS SUPPLIES, TROOPS, AND A VITAL QUEST ITEM.

Turn southeast after the bridge. Here is what functions as a town in this scenario, your destination for purchasing items, trading commodities, hiring troops (Monks and Crusaders), and raising dead heroes. One special item here is the closely guarded Sword of the Gods.

When you finish your tour, return to the bridge and go northwest. Scour the landscape and present yourself to the Quest Guard at the tower to undergo the Trial of Strength. If you have the Sword of the Gods, the path opens and the quest is complete.



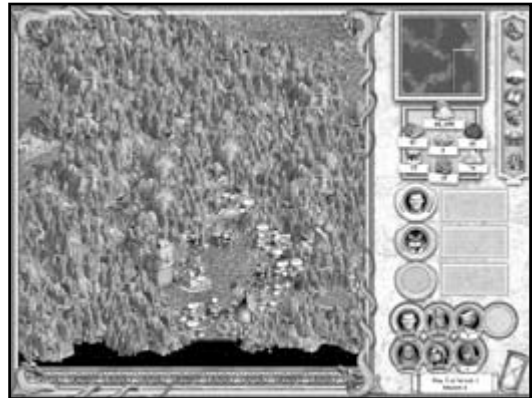
THE STAIRWAY IN THE WESTERN CORNER LEADS TO ANOTHER SECTION OF THE UNDERGROUND MAP. SOUTH OF IT ARE STONES OF POWER AND ANOTHER QUEST ITEM: SAINT RANAN'S STAFF.

Explore to the west as far as you can go before descending the stairs to the underground. In the substrata of this map, travel east. You pass a purple exit Portal.

As you near the eastern end of the pass, you must enter another Quest Guard Tower. This time, it's the Trial of Power: Surrender Saint Ranan's Staff and the way is clear.

Round the bend to head west. Before the next Quest Guard Tower is a one-way exit Portal and a one-way entrance Portal. Step into the entrance Portal.

You're transported to the exit Portal you saw recently, but something's different: The wall to the northeast is open. Enter to find one end of a two-way Portal.



LYSANDER'S IMPRISONED IN PANDORA'S BOX. FREE HIM AND DIVE INTO THE BLUE PORTAL TO GET ON TRACK.

Step inside to travel to a landlocked area in the southeast of the underground map. Open Pandora's Box and enter the blue one-way Portal.

Having returned to where you came from (near the graveyard in the southwest corner of the underground map), proceed west to the next Quest Guard Tower. Undergo the Trial of Spirit and pass through to a staircase leading back above ground.





ARRIVING AT THE HOME OF THE ORACLE ENDS YOUR SCENARIO.

March your heroes eastward, north around the bend, and west over the bridge to find the Oracle and complete this scenario.

The First Step of Many

Victory Conditions: Find the Desette hero.

Loss Conditions: Lose Lysander or Proetho or attack the Garrison.

Map Size: Medium

Map Difficulty: Intermediate

SIDE	ARMY	COLOR
Player	Life	Purple
Computer	Life	Teal
Computer	Life	Blue
Computer	Life	Orange
Computer	Life	Red

You begin in the northwest of the map with your heroes and a smattering of troops. The ultimate goal, the Garrison, is in the southeastern corner. Go counterclockwise, securing all towns before infiltrating the Garrison.

Form your heroes into two armies and divvy the troops between them. Explore the immediate area before venturing farther.

Assume control of the first Wheelhouse and collect the bounty surrounding it. You receive an unfriendly message that gives you license to do battle with the four Wheel armies.

Cross the bridge to the southeast to gain information and a new area to explore. Free the Prison's inhabitant to gain a new hero. When the area is clear, cross the bridge to the south. You're now in red territory.

Clear this island of opposition and collectables. Detour briefly over the stone bridge to the southeast. Capture some Wheelhouses and pocket more riches before backtracking to cross the wooden bridge toward the first red town.



THE FIRST RED TOWN CAN BE YOURS IN WHICH TO BUILD YOUR NEW ARMY.

Conquer the town (which is lightly defended) and fully explore the southeast region of red territory. Garrison some troops in the town to prevent its recapture. Build up this town, as it forms the core of your own base.

Tip

IN THESE AND OTHER TOWNS YOU CAPTURE, FOCUS YOUR MONEY ON TROOP PRODUCTION. THIS MEANS BUILDING ALL POSSIBLE CREATURE GENERATORS AND UPGRADING TO A CASTLE (TO MAXIMIZE PRODUCTION). APPOINT GOVERNORS FOR EACH CITY TO IMPROVE EFFICIENCY.

After you amass power, set out to finish off the red army. Find the red heroes riding nearby and claim the second red town to the north.

After you fortify and amass a large army, set off for the Orange base. Head east to the edge of Orange territory and lay claim to the two closely spaced Orange towns.



GOBBLE UP THE TWO ORANGE TOWNS.

Fortify that area and continue your massive build-up of troops. By now, you suffer limitations because of a lack of resources. Be efficient and focus your efforts as you attack the next two armies.

Tip

AS YOU PASS THE GARRISON IN THE SOUTHEAST, RESIST THE TEMPTATION TO ENTER OR ATTACK IT. LAY A GLOVE ON IT AND THE SCENARIO FAILS.



AS YOU ENTER BLUE TERRITORY, A BRIDGE APPEARS TO A PORTAL THAT LEADS TO THE GARRISON'S BACK DOOR (YOU WON'T SEE THE PORTAL YET). YOU'RE NOT READY FOR THE CHALLENGE WAITING ON THE OTHER SIDE OF THE BRIDGE.

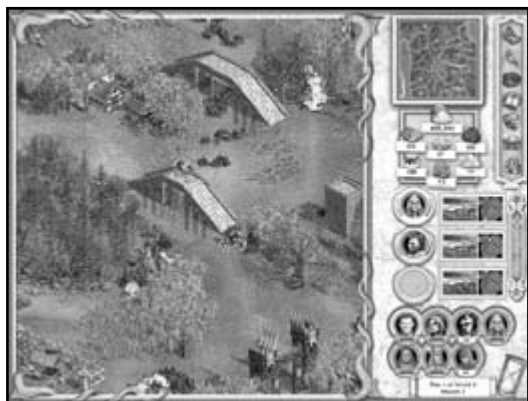
Sweep westward, slaughtering all who oppose you. En route, there is a bridge to the southeast. This is your route inside the Garrison, but not yet. You need every soldier on the map to defeat the Behemoth/Thunderbird team guarding the bridge.

Conquer the remaining Blue forces and cities before moving on to the labyrinthine realm of the Teal army. Exterminate any opposing forces and convert their towns to your purposes. When all four armies have been eliminated, the Wheel and its towns are yours to exploit.

Retire to the town nearest the bridge to the Portal and use every resource at your disposal to bring your towns to full troop production. Caravan or march everyone to your location and prepare for the final assault.

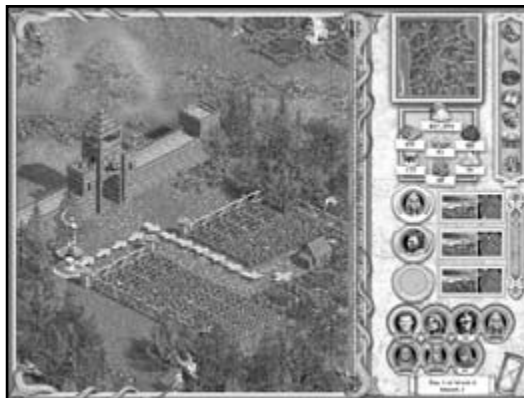
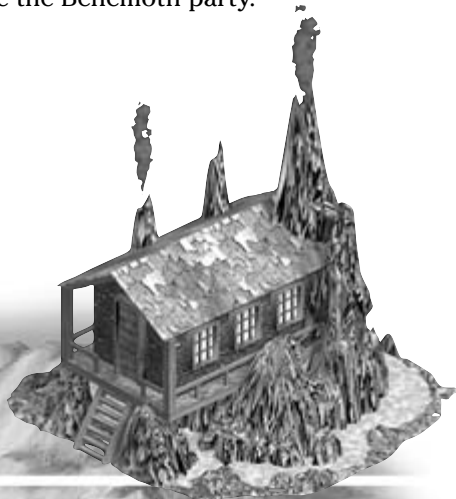
Tip

IF THE BRIDGE GUARDS KILL ANY OF YOUR HEROES, THERE'S A SANCTUARY IN THE CLOSEST TOWN.



TAKE TO THE BRIDGE TO FIGHT THE MIGHTY FORCES GUARDING IT. YOU NEED A BIG ARMY FOR THIS FIGHT.

Cross the bridge to the southeast and engage the Behemoth party.



AFTER YOU ENTER THE SECRET WAY, THE GARRISON IS YOURS TO EXPLORE. DESETTE'S HOUSE IS NEAR THE CENTER.

When you're victorious, trudge south to the teal Portal and step in. You are inside a lovely garden within the Garrison. Follow the garden path to a small house, where Desette (the object of your mission) resides. After you meet her, the scenario is complete.

Seeking the Steel

Victory Conditions: Defeat Mastero to rescue Sir Kentaine and gain the True Gryphonheart's Blade.

Loss Conditions: Lose Lysander, Proetho, or Desette or allow Sir Worton's forces (blue) to reach Mastero (the hero in the Orange town) first.

Map Size: Small

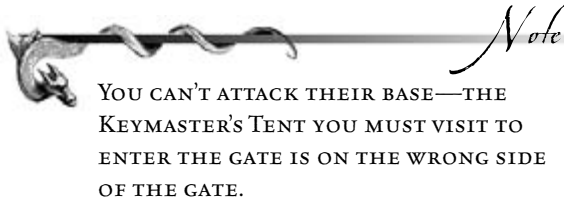
Map Difficulty: Intermediate

SIDE	ARMY	COLOR
Player	Life	Purple
Computer	Chaos	Orange
Computer	Life	Blue

This brief scenario has a built-in time pressure: You must infiltrate the Chaos town in the northeast corner and defeat its hero

before the Blue forces in the southwest can do the same.

You have a head start on Sir Worton's blue army: They don't march from their base until the first day of week 3.

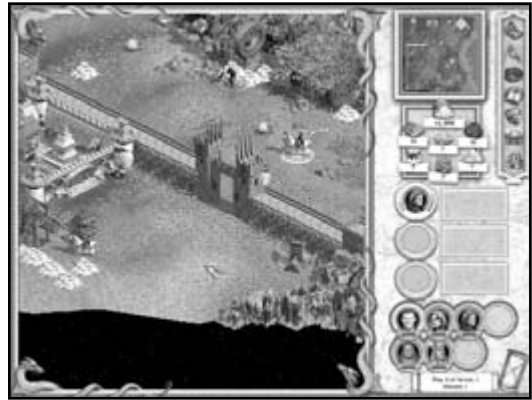


Consolidate your heroes as you wish and march to the twin Guardhouses to the west. Detour north to enlist a third Guardhouse and a Knight's Chapter to the north and collect the copious resources around them.



PROTECT THESE CREATURE GENERATORS OR THE BLUE ARMY CONVERTS THEM TO ITS OWN USE, STEALING ANY RECRUITS BUILT SINCE YOUR LAST VISIT.

Fight northwest along the path as it turns north. Race through this area, fighting all opposition and collecting all bounty.



THE BLUE BASE IS LOCKED. YOU CAN'T FIGHT ITS INHABITANTS UNTIL THEY EMERGE TO ASSASSINATE SIR KENTINE.

Don't waste any movements trying to get into the Blue base—you can't. Nor are you able to eliminate its inhabitants, because their Gold Mine is beyond your reach.

Instead, surge northwest to the clearing in front of the Orange town. You want to snap up the resources before the Blue army sets out from its town and takes them for its own.

After you do this, build up your army. Because you've a finite amount of resources and a small income stream, you are limited in the size of your army.

If you have a superior force when the blue army arrives, attack it. Blue needs to build up again.





THE GATEKEEPERS OF THE CHAOS GARRISON ARE FEARSOME. DON'T CHALLENGE THEM UNTIL YOU'VE ENOUGH PEOPLE BEHIND YOU.

When your force is at maximum size, approach the Hydra guarding the town Garrison. Attack the Garrison.

Once inside, collect all the resources around the Orange town. Use these new resources and the output of the Gold Mines to replenish and build up your force. You may need to repel new blue assaults.

Puzzle: Buried Treasure

Northwest of the Orange town is an Oracle. The vision it imparts shows a nearby location of buried treasure. Go there and end your turn. First thing next turn, Dig for Treasure (from the game menu) to get a major bonus.

When the time is right, go after the Orange town and any armies patrolling its walls. When it falls, you achieve your goal and the scenario is complete.

The Rightful Heir

Victory Conditions: Defeat Sir Worton.

Loss Conditions: Lose Lysander, Proetho, Desette, or Sir Kentaine.

Map Size: Medium

Map Difficulty: Intermediate

SIDE	ARMY	COLOR
Player	Life	Purple
Computer	Life	Orange
Computer	Life	Blue
Computer	Life	Teal
Computer	Life	Red

The final crusade begins along the northern edge of the map. Explore the immediate area, then head east to the closest neutral town (in the northeast corner).

Quest: Acid Bath

An outpost with a Quest Guard Tower is the first structure you see. When you attempt to enter the tower, you are informed that you need three Potions of Acid to open the gate.



THREE POTIONS OF ACID ARE BELOW THE LOCKED COMPOUND. YOU NEED ALL THREE TO ENTER.

The easiest way to find these three vials is to enter the Portal southeast of the Quest Guard Tower. When you're offered a destination choice, take it to the Portal near the center of the map. One vial is near the Trading Post in the hamlet to the northwest of the Portal; another is near the Mana Vortex in the walled area to the northeast of the Portal. The final vial is near the Shrine of Magic south of the Portal. When you're done, take the Portal to where you started and open the gate to access the treasures and learning within.

Continue southeast to another Quest Guard Tower. Enter it and receive the next quest to gain passage to the first neutral town.

Quest: Parental Proof

The Quest Guard Tower blocks access to the first neutral town. The guard demands proof of your claims about Worton.

Group Lysander, Sir Kentaine, and Desette together and revisit the tower. Convinced, the guard lets you in.

As you enter the town, you receive word that it has been turned over to you. One down, two to go. Immediately begin building up this city for troop production but don't spend too much on extras—it's too remote to make a good base of operations.

At some point, another town switches to your side even if you haven't visited it yet. Fortify it.

Tip

CLAIM THE ENTIRE NEUTRAL AREA—THE AREA ABOVE THE RIVER WEST AND NORTHWEST OF THE ORANGE TOWNS. CONSOLIDATE CONTROL OF ALL THREE CITIES AND CLAIM ALL THE RICHES AND RESOURCES BETWEEN THEM. USE THE SOUTHERNMOST TOWN AS YOUR MAIN BASE AND BUILD IT UP TO FULL POWER. ITS LOCATION OFFERS QUICK ACCESS TO ALL THREE ENEMY BASES. THE TWO OTHER TOWNS CAN SERVE AS TROOP FEEDERS. SET THEM UP TO BE EFFICIENT BY UPGRADING THEIR CITY HALLS AND TROOP PRODUCTION CAPABILITIES AND BY APPOINTING EFFECTIVE GOVERNORS.

Return to where you began the scenario and sweep westward along the top border of the map, claiming everything in your path. At the northwestern corner is the final neutral town (by the time you reach it, it has defected to you).

Quest: The Mob Rules

At the farmhouse inside the first hamlet, a quest awaits. The farmer within can't get his crops to market, thanks to a Peasant uprising. If you eliminate all the protesting Peasants, he will give you Healing Potions.

Clear the hamlet (the area inside the wooden fence) of all Peasants and return to the house for your reward.

There are two routes into your new kingdom: the bridge over the western river (near the Monastery) and the path near the Sacred Temple west of the orange towns.



THESE ARE THE ONLY ACCESS POINTS TO THE NORTHERN PARTS OF THE MAP. STATION SUBSTANTIAL ARMIES AT THESE POINTS AND YOU WON'T HAVE TO GARRISON MANY TROOPS IN YOUR CITIES.

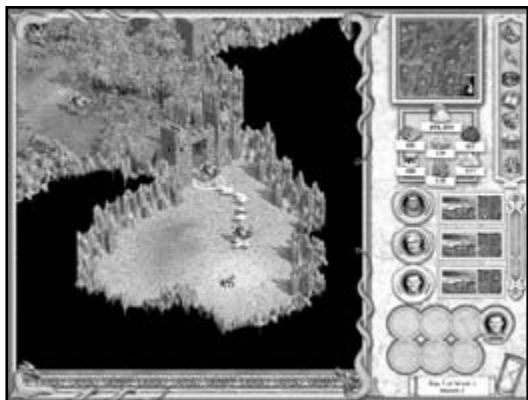
Stay away from the Thunderbirds and they block any enemy troops from coming over the bridge. To protect your realm, put large forces at each of these access points and reinforce as necessary.

Your large force blocking the pass southwest of the orange towns seals the Red and Orange armies into their realms. The next priority is eliminating the Teal army. Send another large force into Teal territory in the southwest.

After you vanquish this foe, converge on the Orange army. Take both of its towns and Caravan every creature and hero you have to your location for the final assault.

When you're built up and ready, approach the gate to the Red fortress. You may only enter the fortress with an army that includes Lysander, so put all of your best and most plentiful units and strongest heroes in his company.

Defeat any wandering Red armies and take the town. It is well defended.



HE'S CORNERED, SO GO AFTER WORTON ONE ON ONE.

After victory is in hand, find Sir Worton. Look for a gateway in the southeastern corner of the map—Worton cowers behind it.

Remove Lysander from his army, consolidate the best items in his inventory, and pass him through the gateway alone.

Pick up any items around Worton and engage him. Beat down his Thief counterparts before confronting Worton. Attack with every advantage in your arsenal until you subdue him. When the pretender to the throne is dead, the battle, the war, the scenario, and the campaign are at an end.

MIGHT CAMPAIGN: THE GLORY OF DAYS PAST

A New Way

Victory Conditions: Be the only player to own towns.

Loss Conditions: Lose Waerjak.

Map Size: Small.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Might	Red
Computer	Might	Blue
Computer	Chaos	Orange
Computer	Might	Purple

Hire help and scour the area around your starting position. Set off south along the pass and around the corner to the neutral town.

When you enter the Kilmar Gate that stands at the entrance to the town, you receive a quest.

Quest: Recover the Ore

The inhabitants of the neutral town near your starting position will trust you if you do something nice for them. Pirates have stolen their Ore. If you retrieve it, you endear yourself to them.

Travel east along the top of the map until you reach the eastern Shipyard. Acquire a ship and set sail. Collect floating goodies and head for the small island off-shore. Defeat Screaming Tom and his men to take the cart of Ore. Return to town with this prize and present yourself to the tower to be granted control of your first town.

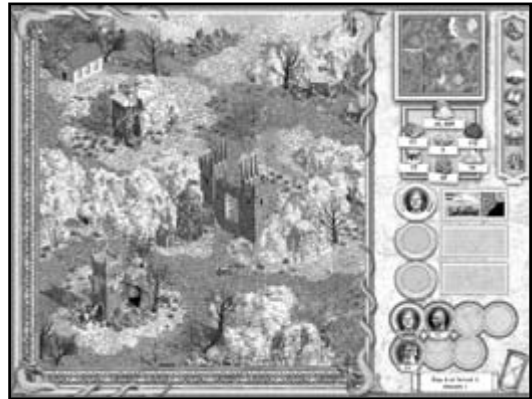


THE VILLAGE'S ORE CART IS OFFSHORE OF THE PIRATES' ISLAND. GRAB THE COPIOUS TREASURE FLOATING AROUND THE ISLAND.

While on the Pirates' island, visit the green Keymaster's Tent for an important password.

When you return to the town, build it up. It's bare bones, so you have work to do.

When you're ready, head through the pass to the southwest. This is the only route to your town, so post forces here to protect your holdings.



SWING THROUGH THE GREEN GATEWAY (ASSUMING YOU GOT THE PASSWORD FROM THE GREEN KEYMASTER). YOU NEED ANOTHER PASSWORD FROM A YELLOW KEYMASTER TO GET TO THE PORTAL.

In the southwest corner of the map is a large green-flagged archway. If you consulted the green Keymaster on the Pirates' island, you can pass through. Beyond it, a yellow-flagged Border Guard Tower blocks a red Portal. You have to find the yellow Keymaster's Tent before you can use the Portal.

Tip

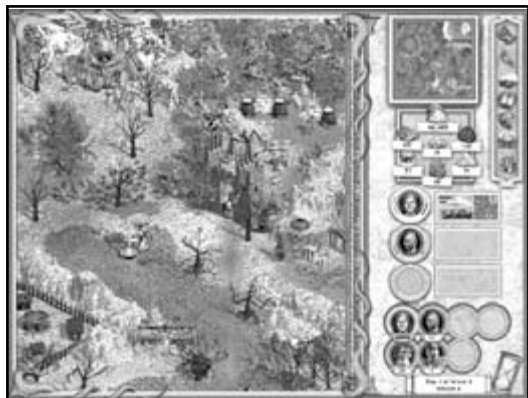
IF YOUR BUILDINGS ARE CONVERTING TO THE BLUE ARMY, A STRAY BLUE HERO IS WANDERING AROUND. KEEP YOUR EYES PEELED AND PLACE AN ARMY NEAR THE GREEN ONE-WAY PORTAL TO THWART FUTURE INCURSIONS.

Move eastward across the south of the map until you arrive at another neutral town. Visit the town gate to receive another quest.

Quest: The Poisoned River

The town is dying because of a poisoned water supply. You must find the source of the poison.

Continue east up the river. At the northeastern head of the river is the problem: a band of Medusae. Pass through the gate and pummel it. Return and you are given control of the town in gratitude.



CLEANING UP THE MEDUSAE'S MESS GETS YOU LEADERSHIP OF THE NEARBY TOWN AND ACCESS TO THE YELLOW KEYMASTER'S TENT.

While slaying the Medusae, visit the yellow Keymaster's Tent. This gets you into the southwestern Portal.

Head for the Portal and open it by entering the Border Guard Tower that blocks it. Step into the Portal and travel to the underground regions.

You're in the Blue kingdom now. A neutral town to the northeast can serve as your base. Nab this foothold and set up a Caravan to bring in reinforcements to fight the rest of this battle. Approach the town gate to find out what's required of you.

Quest: Slay the Behemoth

The town has been tormented by a nearby Behemoth pack. Track it down and kill it.

Go east and follow the river. At the end is the Behemoth pack. Defeat it and return to the town to take control.



KILL THE PEST TO GET COMMAND OF THE TOWN AND ACCESS TO THE KEYMASTER'S TENT. THIS PASSWORD GETS YOU INTO THE BLUE FORTRESS TO THE EAST.

After fighting the Behemoths, visit the purple Keymaster's Tent. This gets you into the Blue base's front gate.

Return to the neutral town and take command. Stay in town for awhile to build it up.

Venture out to clear the area outside the Blue fortress wall. When you collect everything and build a formidable fighting force, approach the fortress gate.

Step inside the fortress wall and gobble the resources, but don't yet take the town.

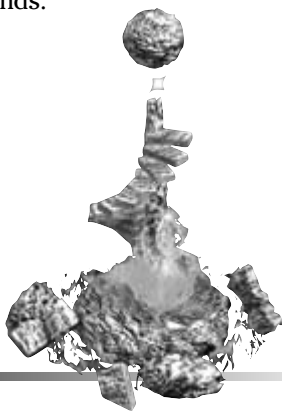
Instead, block the fortress gate and stand guard. Produce troops and position them at the green exit Portals on the surface and near the Behemoth den underground. Make sure no stray Blue armies are wandering around, above ground or below. When your troops defend the Portals, lay siege to the town.



TAKE THE BLUE TOWN AND SEAL OFF THE TWO GREEN EXIT PORTALS WITH LARGE FORCES. WITH THESE AVENUES CLOSED, THE BLUE ARMIES HAVE LITTLE ROOM TO POSE A SERIOUS THREAT.

After they are in your possession, you must hold your towns for three days. If any fall, you must recapture them and hold them for three more days. Placing troops at the Portal protects your surface towns with a single force.

If you exterminate the Blue army, however, the scenario ends.



A Necessary War

Victory Conditions: Defeat all enemy towns and armies.

Loss Conditions: Lose Waerjak.

Map Size: Medium.

Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Might	Red
Computer	Might	Blue
Computer	Nature	Green
Computer	Chaos	Orange
Computer	Chaos	Purple
Computer	Death	Teal

Note

ENLIST AND NURTURE A SECOND HERO IN THIS SCENARIO. YOU'RE ALLOWED TO BRING YOUR MOST POWERFUL HERO WITH WAERJAK INTO THE NEXT SCENARIO.

This scenario begins near your only town in the northwest corner. A yellow Portal northeast of the town leads to a neutral town in the center of the map.

A small Green army is camped outside your town. Eliminate it.

Clear out the northwest corner of the map, attacking opposing and unallied forces as they appear. Eventually, you work your way down to a neutral town (along the western edge of the map) guarded by a large but weak Blue army. Approach the town gate to receive your quest.



THE EVIL EYES BEHIND THIS GUARD TOWER ARE YOUR TICKET INTO YOUR FIRST NEUTRAL TOWN. IT'S A LONG WALK TO THIS FROZEN LAND.

Quest: The Evil Eye

An Evil Eye that lives to the northeast is tormenting this town. Destroy the Evil Eye, and you assume control of the town.

Take the long ride to the frozen area in the north of the map. Dispose of the Evil Eye and return to claim the town as your reward.

After you build up your new town, it's time to nail down another. Travel to the neutral town in the center of the map and approach its town gate. They want something of you first.

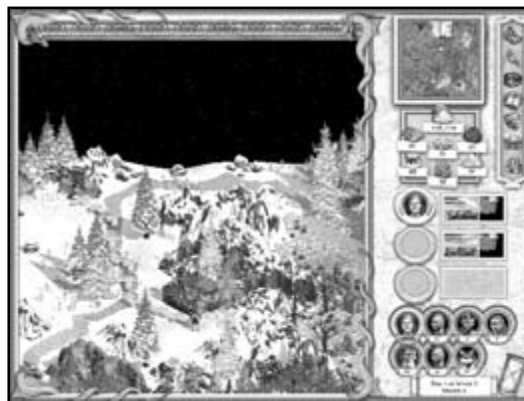
Quest: Cerberi

Some nearby Cerberi are tormenting the people of this town. If you kill them, the town is willing to entrust its affairs to you.



THIS CAVE LEADS TO THE CERBERI'S UNDERGROUND LAIR. AFTER YOU ARE IN THE CAVES, CERBERI ARE EASY TO FIND: JUST LOOK FOR THE THREE-HEADED DOGS.

Dispatch Waerjak northeast to find a cave. Go up the snowy path east of the Evil Eye's home. Descend into the cave (behind a Quest Guard Tower that lets only Waerjak pass) and defeat the subterranean menace.

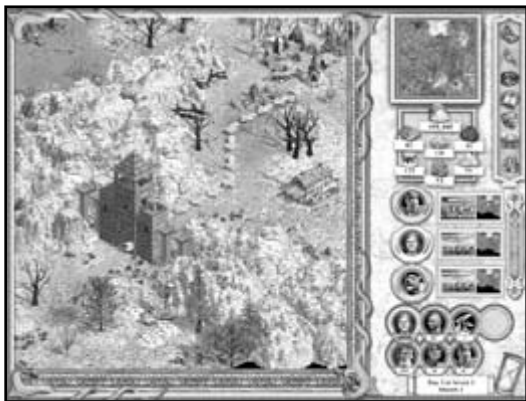


HAVING THE BLUE KEYMASTER'S COMMAND WORD GETS YOU INTO THE BLUE Fortress GATE.

On the way to or from the Cerberi quest, stop at the blue Keymaster's Tent along the snowy pass north of the tunnel. Get the password that admits you to the Blue kingdom gate in the west.

Upon your return to the new Nature-aligned town, take control and shift your efforts to building up and blocking all access points to your new possession—the Blue kingdom gate in the west, the green Portal in the west, the snowy path in the north, and the Garrison south of your new town.

Advance to the northeast realm of the Green army and choke off their resources. Take the northern town first, then the southern. When you've liquidated all Green forces, transport much of your force to the southernmost town.



THIS GARRISON ALLOWS YOU TO DRAW MOST OF YOUR CONTAINING FORCES INTO ONE DEFENSIBLE POSITION. WITH THIS GATE COVERED, MAN THE GATE TO THE BLUE KINGDOM AND THE GREEN EXIT PORTAL TO KEEP THE BLUE ARMY IN ITS PLACE.

Push south of the southern Green town to capture the Garrison that defends the Blue kingdom to the east. Take it and move a large defensive force to it to maintain your seal on Blue incursions. Move blocking forces from the snowy path and the other Garrison to this new position.

Pass through the eastern Garrison into the Blue kingdom and take the easternmost town.

While you overtake the eastern part of the base, build up the force blocking the western gate to the Blue kingdom, drawing from the northwestern towns.



THE GUARD GATE NEAR THE MINOTAUR LABYRINTH TAKES YOU UNDERGROUND TO FIND THE YELLOW KEYMASTER'S TENT.

Guide Waerjak though the guard gate in the middle of the base and descend through the tunnel into the underground cave. Navigate the caves to find the yellow Keymaster's Tent; you need his help to get into the final Blue town.

Visit the final neutral town and enlist it by force to your cause.

Converge your forces on the final Blue town and lay siege. When it falls, the scenario is complete.

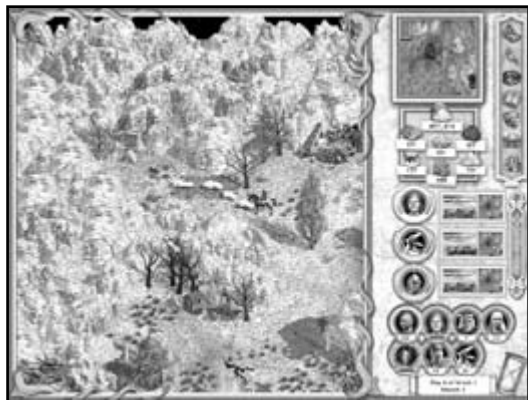
A King's Choice

Victory Conditions: Defeat Hundric.
Loss Conditions: Lose Waerjak or attack Boenberg (Blue town).
Map Size: Medium.
Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Might	Red
Computer	Might	Blue
Computer	Might	Green

This walkthrough shows you the best way to complete the proper objective: defeating the Green armies.

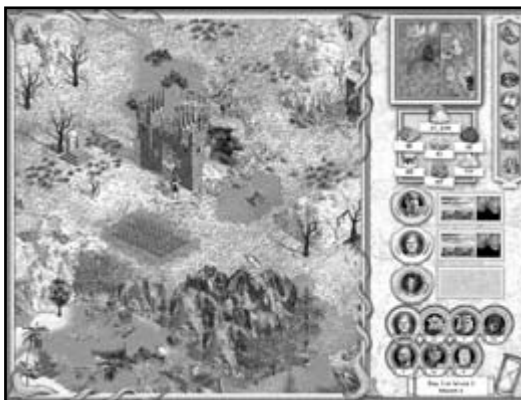
This dense map is split in half by a mountain range. Southeast of the range is the Green base, accessible only by Portal and one border gate, and an isolated Blue base that you can reach through a single border gate. Above those is neutral territory containing a couple of towns and much to explore. From your starting point along the northern border, sweep westward to cover the area outside the Blue realm.



NORTHWEST OF THE FIRST TOWN IS THE YELLOW KEYMASTER'S TENT. YOU CAN'T FINISH THE LEVEL WITHOUT VISITING HIM.

Take by force the westernmost of two towns north of the mountain range. From here, march east and visit the yellow Keymaster's Tent. This gets you the password to a gateway in the west of the Green kingdom.

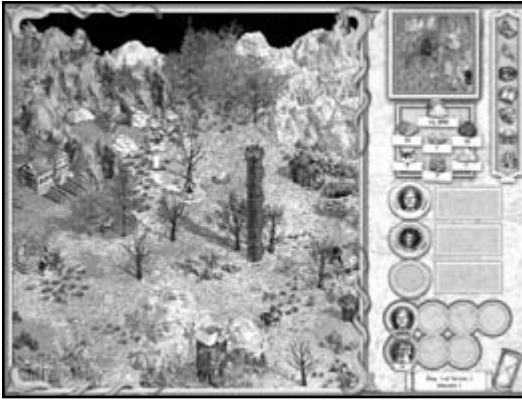
As you build up this town and amass your army, trudge eastward through the volcanic area in the center of the map.



ONLY A VISIT TO THE TEAL KEYMASTER'S TENT GETS YOU ACCESS TO THIS TUNNEL. HE IS IN THE FAR NORTHEASTERN CORNER OF THE MAP.

Continue eastward until you encounter a border gate preventing access to a tunnel. To get inside, you need the password from the teal Keymaster in the northeast corner of the map.



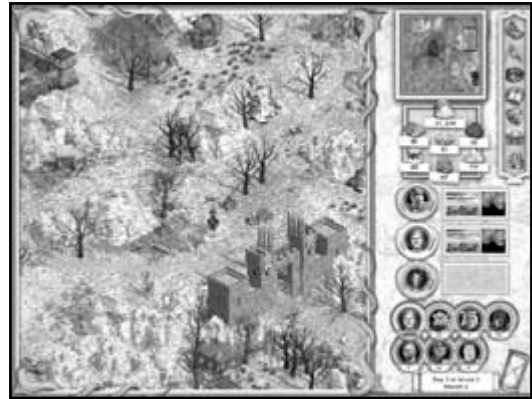


IF YOU DON'T DEFEAT THIS BEAST AND PLACE YOUR OWN TROOPS OUTSIDE THIS BLUE PORTAL EXIT, GREEN ARMIES WILL REGULARLY POP OUT TO DISMANTLE YOUR KINGDOM.

As you journey along the northern edge of the map, there is a blue exit Portal protected by a Thunderbird band. It's very important to secure this exit—the entrance is in the heart of the Green realm and a major access point for enemy invasions. Defeat the Thunderbirds and leave a large force to await invaders.

Near the Thunderbirds is a moderately defended neutral town. Make it your own and camp out in it for a few days to build up a defense and production system. This town's main job is to supply troops to the blue exit Portal.

Northeast of the town is the teal Keymaster's Tent. Return to the tunnel. Inside, a nasty band of monsters stands guard over the green Keymaster's Tent. Enter the tent to receive another crucial password, permitting access to the Green kingdom's eastern border gate.



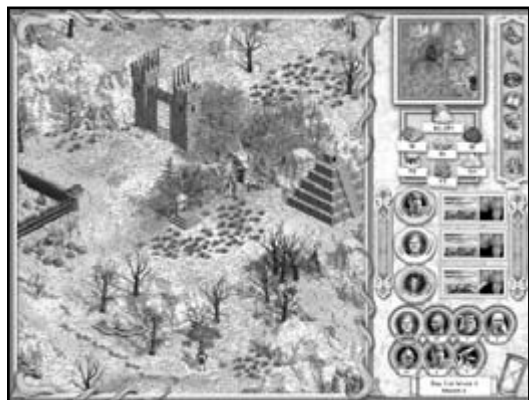
PLACE AN ARMY HERE TO BLOCK ENEMY INCURSIONS.

As you explore the northeastern region, there is a gray-flagged guard gate. Behind it lies Boenberg, the Blue headquarters town, and the imprisoned Tarnum. Only Waerjak may pass through this gate. Choosing to save Tarnum results in the failure of the scenario and the campaign. You may attack Vogel's Blue kingdom (sparing the town itself) for the experience; otherwise, don't go through the gray-flagged guard gate.

Tip

IF YOU CLEARED OUT THE BLUE KINGDOM FOR THE EXPERIENCE AND RICHES, RESUME THE WALKTHROUGH BY TAKING THE GREEN PORTAL NEAR THE BLUE TOWN. THIS DROPS YOU INSIDE THE GREEN-FLAGGED GUARD GATE THAT MARKS THE GREEN KINGDOM'S EASTERN END.

When you build up your force, enter the green-flagged gate and take the two towns near the gate. Station a defensive force near the green one-way Portal exit adjacent to the gate.



BEGIN YOUR ATTACK OF THE GREEN KINGDOM THROUGH THIS GREEN-FLAGGED BORDER GATE. AS SOON AS YOU CAN, STATION TROOPS AT THIS GREEN EXIT PORTAL TO FEND OFF INVADERS.

When this initial area is secure, proceed southwest and through the narrow pass to the mine complex. A new infusion of troops from the grateful inhabitants aids you in your siege of the town to the west.

Explore this area, then push west to the blue Keymaster's Tent, thus opening the blue-flagged border gate to the north. Bring your containing force at the gate into the base to cover the blue Portal entrance. With its entrance secured, bring the force guarding the blue Portal's exit (to the north) back into action.



HUNDRIC'S ARMY WAITS BEHIND THE ORANGE-FLAGGED BORDER GATE SOUTHWEST OF THE LAST GREEN TOWN. TO GET TO IT, TRAVEL NORTH AROUND THE MOUNTAIN RANGE AND VISIT THE ORANGE KEYMASTER'S TENT.

Meanwhile, take the final Green town west of the Keymaster's Tent. Complete your sweep of the Green realm and swing around to the orange-flagged border gate. Beyond it, polish off the last vestiges of the Green army and claim Green's massive Gold Mine. This victorious move ends the scenario.

One Tribe

Victory Conditions: Defeat Vogel.
Loss Conditions: Lose Waerjak.
Map Size: Medium.
Map Difficulty: Expert.

SIDE	ARMY	COLOR
Player	Might	Red
Computer	Might	Blue

This is a large and complex map. Natural dividers break it into discrete areas:

- Your starting base, consisting of two towns in the northwest corner.
- A small neutral area south of your position, accessible through Barbarian Toll Gate 2 and two Portal exits (red and teal).
- Another neutral kingdom east of your position in the northeastern corner, accessible by a stone bridge and two Portal exits (yellow and purple).
- A small neutral kingdom southeast of your base, sealed on the north by a Wizard gate and on the south by the triple border gates to the Blue kingdom.
- The massive Blue kingdom, southeast of your base. It is accessible only through a series of three password-activated border gates.

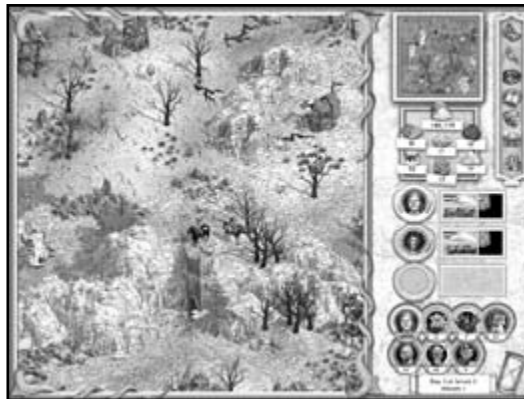


VISIT ALL KEYMASTER'S TENTS (LIKE THIS RED ONE) TO GET THE PASSWORDS YOU NEED IN THIS SCENARIO.

Explore the area you rule, including the two towns. North of the eastern town, seek out the red Keymaster's Tent for a password important in the underground.

On the eastern side of the base is a stone bridge going to the eastern neutral kingdom.

Before heading through, stop at the blue Keymaster's Tent north of the bridge. The password you get there unlocks one of the three gates sealing the Blue kingdom.

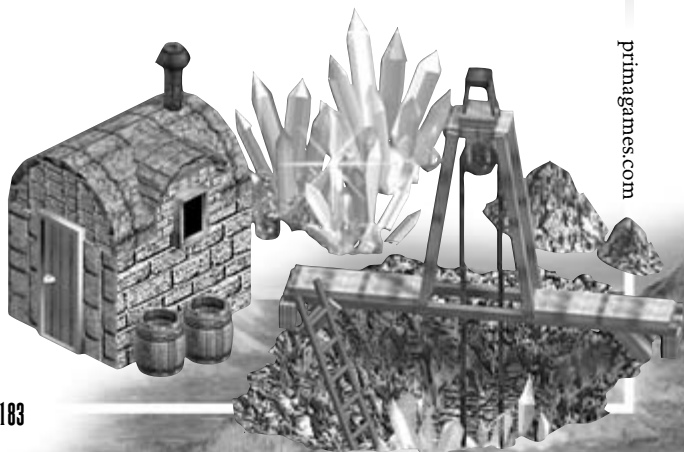


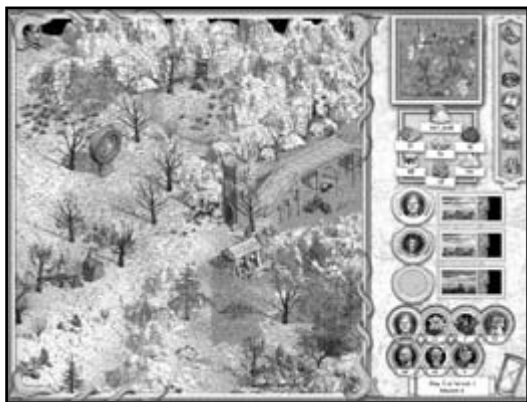
TAKE OVER THE ISOLATED REGION TO THE SOUTHWEST.

When you finish exploring your realm, find the Barbarian Toll Gate in the southwest corner. You must surrender a toll of 6,000 Gold. Do so, and enter the western neutral kingdom. As you enter, you receive some Cyclops volunteers.

In the center of the area, look for a yellow Keymaster's Tent guarded by a formidable Blue Army.

South of the yellow Keymaster's Tent is a small neutral Chaos town. Claim it and build it up.





TAKE OVER THE OTHER NEUTRAL REGION. DON'T MISS THE KEYMASTER'S TENT TO THE NORTH.

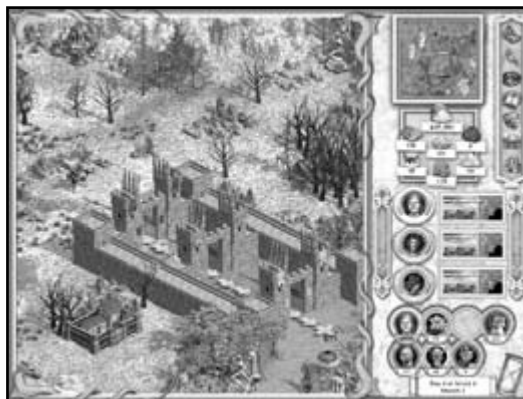
After you seize control of the western area, cross the stone bridge to the eastern neutral kingdom. The Barbarian Toll Gate guard demands 5,000 Gold and 12 Ores to let you through.

Press east along the northern border to locate a green Keymaster's Tent. Pummel the Blue army guarding it to get inside and hear what the Keymaster says. His password opens one of the three gates to the Blue kingdom.

Farther east is another neutral town that's yours to conquer.

When you've explored and built up your towns in the east, return to the central area and visit the Wizard gate sealing off the town above the Blue army's triple gate. The guard requests 40 Ores as tribute. Done!

Once through the gate, explore the area and take the town. As you approach, a hidden army springs an ambush. Fight it off, then resume your approach to the town. After it's in your grasp, build it up as your new base of operations.



VOGEL'S LEGIONS ARE STATIONED BEHIND THESE THREE GATES. IF YOU HAVE ALL THREE PASSWORDS, YOU MAY PASS.

Assuming you have all three passwords (blue, green, and yellow), pass through the gates to the southeast to enter Vogel's realm. You're ambushed as you exit the third gate.

Take the Blue town beyond the gates. Hack and slash your way around the valley, gearing up to take the final Blue town on the surface in the southeast corner.

Lay siege to the town when you're ready and make preparations for the final assault on the underground. Station troops at four of the Portal exits (green, yellow, blue, and red) scattered around the land. After you exterminate the Blue armies from the surface, they use these avenues to attack you from the rear.

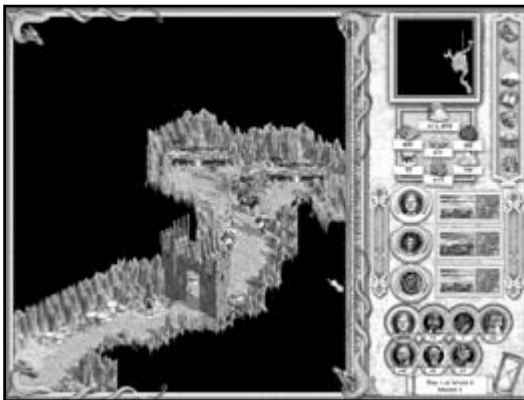




POCKET THIS BLUE TOWN AND HEAD THROUGH THE TUNNEL TO HUNT FOR VOGEL BELOW GROUND.

Descend into the underground through the tunnel south of town, and pass northward through the red border gate.

Fight through the twin Garrisons along the path. Wipe out the remainder of the Blue army and its resources, and take its final town.



VOGEL HIDES IN A DISTANT CORNER OF THE CAVE. ONLY WAERJAK AND HIS CREATURES MAY PASS THROUGH THE GATE FOR THE FINAL ASSAULT.

Prepare for the final assault. Vogel has a large and varied army stationed beyond a quest gate to the northeast. Only a party that includes Waerjak and no other hero may pass. Consolidate your best and most numerous units and head to Vogel's last stand. Defeat him and revenge is yours. So, too, is the scenario—and the campaign.

ORDER CAMPAIGN: THE PRICE OF PEACE

At the Crossroads

Victory Conditions: Defeat all other players.

Loss Conditions: Lose Emilia Nighthaven.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Might	Red
Computer	Might	Orange
Computer	Chaos	Green
Computer	Chaos	Teal

From the start in the southeast corner, collect immediate resources and acquire a nearby Order town. As you move around, Dwarves and Halflings join your cause.



THERE'S A QUEST FOR YOU IN THE FARMHOUSE TO THE NORTH. MIGHTY ALLIES ARE AT STAKE.

As you explore eastward, you notice a Teal army of Medusae. Avoid them and head north to the farmhouse and the quest within.

Quest: Medusae

The Nagas in the farmhouse say they'll volunteer for your army if you eliminate the Medusae blocking the Trading Post to the south.

Travel south and liquidate the Medusae. When you return, eight Nagas join you.

Northeast of the farmhouse, a Black Dragon blocks a narrow pass leading north. Leave the beast alone. It's a challenging foe, and it effectively blocks attacks from the north.



LEAVE A SMALL ARMY HERE TO SEAL OFF YOUR BASE. THE BLACK DRAGON TO THE NORTH SERVES THE SAME FUNCTION IF YOU DON'T ATTACK IT.

To the west, the path narrows at an Alchemist's Lab. Station a strong army at the gap and fall back to your town to build your reinforcements.

Continue west along the south of the map. Southwest of a large windmill, you see a small house. Visit it for a quest.

Quest: The Leprechaun's Ring

The inhabitant of the house wants his lost Leprechaun's Ring back. Find it and he gives you six Potions of Tough.

Travel north of the house to a Faerie Ring. Defeat the Leprechauns to get the Leprechaun's Ring. Return it to the house and get your reward.

Assume control of the neutral town in the southwest corner and build up for your assault on the Red armies to the north.

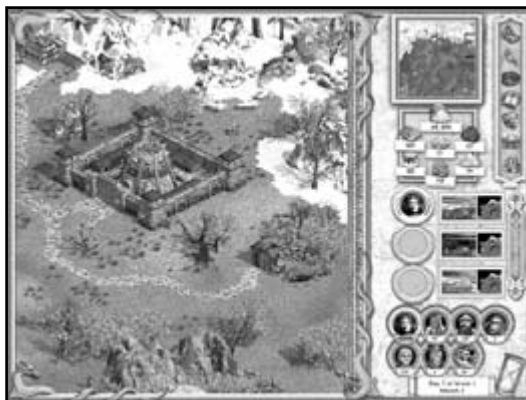
Surge north and take the Red town and all of its surrounding assets and armies.



SKIP THE NORTHWEST CORNER AND HEAD DIAGONALLY ACROSS THE MAP TO THE ORANGE KINGDOM IN THE NORTHEAST CORNER.

Make for the Orange realm by heading up the path to the northeast. Go through a narrow rocky pass and take the nearby neutral town. This is your new base of operations, so spend some time fortifying and developing it.

Northeast of this town, behind a heap of treasure, is a very important teal Keymaster's Tent. Venture inside to get the password to the Green army's mountain fortress.



INVADE THIS ORANGE CITY AND VISIT THE KEYMASTER BEHIND IT.

For the moment, your attention should be on the Orange hordes to your east. Take their sole city and devour their resources.

Behind the city, you find a purple Keymaster's Tent. You need this to get to Lord Lorne's Green keep.

When the time is right, make for the teal-flagged Border Gate Tower of the Green kingdom (due west). If you have the password, walk through.

Take the first town and secure the areas south and east of it. Exploit this nearly developed Chaos town. Don't leave a force to defend it, because you control the only Portal leading to it.

Proceed east and step into a purple Portal that takes you to the next valley in the mountains.

Once through the Portal, leave a force to prevent its use and take Emilia through the Border Guard Tower to the northwest. Swing around to the east and go through Lord Lorne's gate to approach his keep.



WALLOP THE GREEN ARMY'S HEADQUARTERS TO SEAL THE VICTORY.

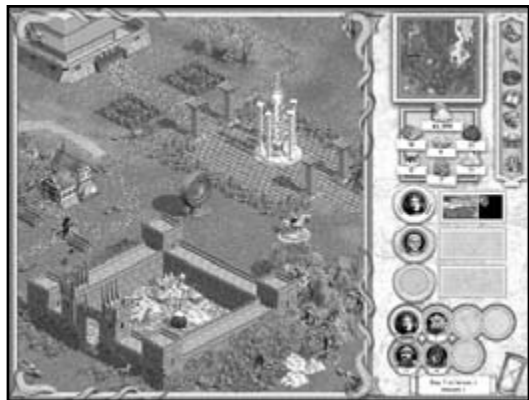
Sweep through the heroes and armies camped nearby and descend on the town. Take it, and the scenario is complete.

An Enemy's Trust

Victory Conditions: Defeat Solymr.
Loss Conditions: Lose Emilia Nighthaven.
Map Size: Medium.
Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Might	Blue
Computer	Might	Orange

Station a small army by the green exit Portal to the northwest. Build this army as the days pass so you aren't surprised from behind.



THE KEYMASTER FOR THIS BOOTY IS FAR TO THE EAST.

Set out from your home town in the northwest corner. You pass a walled-in treasure trove. Unfortunately, a purple gate seals it. Find the purple Keymaster's Tent.

March east along the northern mountain range. On the way, take over the neutral town to your south. This will be the center of your operations for a while, and a major landmark.



THIS TOWN IS YOUR NEW BASE. NOTE THE SMALL QUEST HOUSE NEARBY AND THE TILED FLOOR TO THE SOUTHEAST.

Turn north to call upon the purple Keymaster in his tent. While you're in the neighborhood, visit the nearby shack for a quest.

Gimme Some Dwarves

A Wizard in a shed asks for a private army of Dwarves for the protection of his family. He offers in return a Wand of Haste.

Turn over the troops to complete the quest.

There is more to do later in this northeast corner, and it's also where you find the entry to the Blue base.

Go back to the treasure trove and fight for the riches, then return to the town you recently acquired and dig in.

Southeast of town, look for a small house and enter it for a quest.

Quest: Order Armor

The Armorer in this tent offers you a lustrous suit of Armor if you can eradicate the Orange forces in the southwest.

When the Orange armies and towns have been eliminated, return to this house and claim your prize.



GO THROUGH EITHER OF THESE TOWERS TO BEGIN YOUR ASSAULT ON THE ORANGE ARMIES ONCE YOU FETCH SOME MEDUSAE. THE BEST BET IS TO HEAD WEST.

Continue southwest to the Orange realm. The two Orange cities are in separate valleys, each secured by a Border Guard Tower. To get into them, come to the gate with 10 Medusae.

No Medusa generators appear on the map. Return to the nearest town and head southeast down a path marked by a large red and blue stone floor and a Shrine of Magic. Fight your way down the pass and enter the green Portal.



ONCE THROUGH THE GREEN PORTAL, VISIT THE GIFT SHOP TO THE NORTH TO FIND A CREATIVE WAY TO GET MEDUSAE.

When you emerge, you're in an isolated valley in the northeast. Battle your way to a small house to the north. The shopkeeper offers 10 statues that summon loyal Medusae. The price: 4,000 Gold pieces. Pay it and make room in your party for your new friends.

Return to the Orange base and go to the western tower. Fight the Minotaur blocking the entrance. Sensing you can help them, some farmers give you a quest.

Quest: Kill the Minotaur King

Pass through the western tower and find the oppressive Minotaur King. He leads an army near this town. Take the town and its environs to complete the quest.

The Medusae get you into the Orange kingdom, but die in the process. Clear out the western portion of the kingdom and duck into the yellow Portal to reach the eastern half. When you clear it, also return through the yellow Portal and head back to your city in the center of the map.

Consolidate your army and get ready for another assault. When you're ready, go back to the vicinity of the purple Keymaster's Tent. Head east past the Blue base's gate and search the desert area to the north.



THIS DESERT AREA MAKES A GOOD NEW BASE OF ATTACK. YOU CAN GET THE BLUE PASSWORD, BUT IT'S NOT NECESSARY IF YOU FOLLOW THE DESERT TO THE SOUTH AND ENTER THE BASE BEHIND THE BORDER GATE TOWER.

Claim the neutral town and seek out the blue Keymaster's Tent to the north (or not—you don't really need the password). Continue to inspect the desert area south-east of town until you come around behind the Blue realm's gate.

Take the closest city and make it your new headquarters. When you're prepared for war, march down the pass to the southwest. Cross the stone bridge and clear the entire area around the final Blue town. Some handy items are hidden in the woods.



LOCATE SOLYMR AND CHALLENGE HIS ARMY. WHEN YOU'RE VICTORIOUS, THE DAY IS WON.

Note
SOLYMR MAY ATTACK YOU BEFORE YOU LOOT HIS FORTRESS.

When you have defeated and imprisoned Solymr (whether you attack the town or not), the scenario is complete.

The Servant

Victory Conditions: Find the Black Dragon Graveyard and slay the Dragons.

Loss Conditions: Lose Solymr.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Death	Blue
Computer	Chaos	Red
Computer	Chaos	Green
Computer	Death	Orange
Computer	Chaos	Teal

Your initial base is small, but protected on three sides by impassable barriers. Only the west is unprotected. A neutral town to the far east can be easily added soon.

A small house east of your starting town contains a quest.

Quest: The Sling

The house's resident has lost his War Sling. Find it and return it to him and you'll get some Golden Plate Mail in return.

The sling can be found west of the neutral town in the east.

Claim the neutral town and get its build-up started as soon as you can.



THERE ARE SIX ORACLES AROUND THE MAP. VISIT THEM ALL AND YOU LEARN THE LOCATION OF BURIED TREASURE.

On the way, don't overlook the Oracle southeast of the neutral town. Visit it to see one of six parts of a vision. You need to find the other five Oracles to see the entire picture and discover the location of buried treasure.

Tip

THE RED AND ORANGE ARMIES SEEM CONTENT TO LEAVE YOU ALONE. DEFEND YOUR CITIES AND ACCESS POINTS, BUT DON'T DIVERT TOO MANY OF YOUR RESOURCES.



THIS SMALL GANG OF GENIES BLOCKS THE ONLY ROUTE OUT OF YOUR BASE. WHEN YOU'RE READY TO PROCEED, ERADICATE THEM AND HEAD WEST.

Build up your towns and fully explore the area around them. When you're ready to move on, attack the Genies guarding the narrow wooded path to the west.

Enter the Blue army's region and assume control of the first Death town. It falls easily. Clear the area north and west of this new acquisition, but don't go into the snowy area. Instead, continue west.

Your arrival in the southwest corner of the map plants you firmly in Green territory. Overtake the town across the stone bridge. Northeast of the town you find the second of six Oracles.

Go east across the ice plain to finish off the Green kingdom. Invade the second Green town, then explore the contiguous areas. Do not venture north into Orange territory yet.

While claiming the area west of this town, post a small force at the Red exit portal.



THIS SOLE ORANGE TOWN IS WELL-DEVELOPED, BUT VULNERABLE TO ATTACK. THE RED ARMY MAKES FEW INCURSIONS; IT'S IN A DEFENSIVE CROUCH.

Advance north to confront the Orange armies at their town north of your current position. This highly developed town promises excellent reinforcement potential, although it's not as easy to defend as your town to the south.

Look carefully for the third Oracle north of town in the Cursed Ground.

Now prepare to assault the massive Red army in the northeast. Caravan in your best troops and sharpen your blades. As you march toward the enemy, you note that his kingdom covers a broad area. Sweep through the southern part first.

Outside the bounds of the former Orange kingdom, note the fourth of six Oracles to the south of the path.

Farther south, the path doubles back to the west toward a well-protected neutral town. Take command and build it up enough to accept your Caravans of arriving troops.

When all preparations are made, lay siege to the final Red town. When its master is defeated and the town is in your hands, only the Black Dragons in the underworld oppose you.



THE TOWN HERE ISN'T AS INTERESTING AS THE ORACLE AND GREEN PORTAL BEHIND IT.

Assuming the Red commander, Bloth, has been defeated, go around the town to the Quest Guard Tower to the east and pass through with an army containing Solymr. In the rear of the town, visit the fifth Oracle and enter the green Portal.

Tip

FROM THIS POINT ON, YOU MAY ONLY BRING AN ARMY CONTAINING SOLYMR. CHOOSE HIS HERO AND CREATURE COMPANIONS WISELY FOR THE BATTLES TO COME AGAINST THE UNDEAD AND BLACK DRAGONS.

You're transported to an island in the northwest corner of the map. Defeat the band of Black Dragons and visit a final Oracle. As you do, a vision reveals the location of the buried treasure. Get to that spot and dig the next day. Your prize is perfect for Dragon slaying: a suit of fire-resistant Dragonscale Armor.



THE RED PORTAL TAKES YOU BACK TO THE MAINLAND IF YOU MUST GO BACK FOR ANY REASON.

Descend to the underground through the tunnel north of the Oracle.

The tunnel empties on a barren land mass covered with dead armies. Several Portals take you to various treasure troves around the map (five in total). South, across the water, is the Black Dragon Graveyard. Your challenge is to get there.



THE YELLOW PORTAL IS AN INDIRECT LINK TO THE BLACK DRAGON GRAVEYARD. SAVE IT FOR LAST.

Take as much time in the treasure stashes as you like, but save the yellow Portal for last. Enter it and fight your way to a nearby green Portal.

You're now just northwest of the graveyard. Battle through legions of the Undead to reach its front gate. Venture inside and challenge a large Black Dragon army. When you emerge victorious, the scenario is complete.

The Rainbow Crystal

Victory Conditions: Defeat Old King Dreggar.

Loss Conditions: Lose Solymr.

Map Size: Small.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Death	Red

The first day dawns with Solymr and a small army parked in the middle of the map's east side. A neutral Order town is to your south, and the tunnel entrance you seek is in the opposite northwest corner. Circle the map clockwise, then proceed into the underworld to face the Red armies.

Begin by taking the town in the southeastern corner. When you've amassed a respectable force behind your hero, continue west along the southern border. To the north, in a nearly enclosed valley, is a green Keymaster's Tent.

Unfortunately, a nasty Behemoth gang guards it. Vanquish the guardians, visit the Keymaster for the password to a small compound in the center of the map, and claim the prizes nearby.



THE QUEST CONTAINED IN THIS FARMHOUSE IS PIVOTAL TO COMPLETING THIS SCENARIO.

Resume the trek west. As the road turns north, note the farmhouse nearby. Pay a visit to acquire a new quest.

Quest: The Cap of Knowledge

The Seer in this house offers you access to the red Keymaster's Tent if you can retrieve her pilfered Cap of Knowledge.

Travel to the northwest corner and defeat the thieving Harpy guarding the cap. Take it back to the tent and the Seer provides the information she promised.

Capture the town in the southwest corner and ramp up creature production. You now have the only two towns on the surface.

North of town, look for the purple Keymaster's Tent and have a word with the Keymaster. This password gets you access to a Border Guard Tower in the northeast corner.

Northeast of the tent, a green-flagged border gate secures a small compound. If you've visited the green Keymaster, pass through the gate and claim the resources and Altar of Wishes within.



YOU CAN'T GET TO THE RED KEYMASTER'S TENT UNTIL YOU BRING THE SEER HER CAP OF KNOWLEDGE. AFTER YOU'VE COMPLETED THE QUEST, RETURN HERE AND THE ROCK WALL IS GONE.

Northwest of this compound is the red Keymaster's Tent. Who needs that Seer's help anyway? Unfortunately, the tent seems to be inaccessible

Perhaps that quest is important after all. Continue north and you catch sight of a tunnel to the underground in the northwest corner. It's blocked by a row of high hills.



SOUTHEAST OF THE TUNNEL ENTRANCE, YOU NOTICE A SMALL HOUSE. A QUEST CAN BE FOUND THERE, BUT SAVE IT FOR LATER.

A few days' march east, you find a pair of wooden bridges. Cross the first and enter the purple-flagged Border Guard Tower. If you visited the purple Keymaster, proceed and slaughter the Harpies behind it. Pocket the Cap of Knowledge and return to the Seer's tent.

Return to the red Keymaster's Tent and you find the impassible hill magically gone. Visit the reclusive Keymaster to gain entry through a gate in the underground area.



THE SMALL HOUSE IS YOUR TICKET THROUGH A ROCK WALL BLOCKING THE TUNNEL ENTRANCE. ENLIST THE HELP OF THE DWARVEN SAPPERS LIVING IN THE HOUSE. THEY TAKE CARE OF THAT PESKY LINE OF ROCKS FOR YOU.

Next, go to the small shack east of the Keymaster's Tent. Inside, a couple of Dwarves propose a deal for their home-brewed, high-powered explosive: 6,500 Gold and 20 Mercury. Give them their price and the wall blocking the way to the tunnel to the northwest is gone. Duck into the tunnel and descend into the underground realm of Old King Dreggar.

Follow the twists and turns of the ancient caverns. South of the Dream Teacher, the road splits west and east. To the west is a minor Red town and a very useful suit of Armor. Take the town, then spend some time reinforcing your tired band of creatures.

When you're ready to continue, return to the intersection and go east. When you arrive at another intersection, divert briefly south and west to find useful items and a temple. Resume your march north.

Pass through the red-flagged Border Guard Tower (using the password from the red Keymaster) and stand before Dreggar's keep.



UNLESS YOU NEED ANY ITEMS IN THE AREA, ATTACK DREGGAR'S TOWN. SUBDUE HIM AND VICTORY IS AT HAND.

Explore the area, but be ready if King Dreggar leaves his town to challenge you. Defeat his formidable Undead army, and you win the Rainbow Crystal and scenario.

An Unusual Betrayal

Victory Conditions: Defeat Sir Landrew.

Loss Conditions: Lose Emilia Nighthaven.

Map Size: Large.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Order	Red
Computer	Life	Blue
Computer	Order	Green
Computer	Order	Teal

Natural and unnatural barriers carve up this massive map. The ultimate goal is to conquer Landrew's Blue kingdom in the southwestern corner. That entails dealing with several clans, both above and below ground, and establishing footholds in this convoluted land.



ESTABLISH A GUARDING ARMY AT THIS CHOKEPOINT TO ALERT YOU IF AN ARMY ATTACKS YOUR HOMELAND.

Emilia's headquarters is a lone town in the northeast corner. The areas to her west and south, however, are enclosed and easy to defend. Your first goal is to annex and scour the land within its natural boundaries. Establish a defensive perimeter when you reach the Magician's Pool to the west.

While exploring, you come across a purple two-way Portal southwest of your town. Near this Portal is a pack of Dragon Golems. Avoid them until you have a few Titans on your side.

Go through the Portal and select the Path of Pain as your destination. In its north-west corner, this enclosed area has riches, but it also sports the purple Keymaster's Tent. Visit it for an important password. When your conversation is done, return through the Portal to the Traveler's Dreamroad. You deal with the other destination later.



CROSS THIS BRIDGE, BUT LEAVE SOME TROOPS BEHIND TO BLOCK ANY INVASIONS.

When you've gathered your initial force, head south from the Magician's Pool and across the stone bridge leading east into one of the map's neutral kingdoms. The region is accessible only by this bridge, so it is easy to defend.

Leave some troops guarding the bridge and hurry into the green Portal straight ahead. It takes you to the neutral town to the south. If it hasn't been taken by one of your foes, it should fall easily. Once the town is secure, canvas the rest of the area to rake in the resources and hunt down any stray enemy armies.

Build up this area before venturing out to take the Red kingdom to your west. Leave via the bridge and turn south at the first opportunity.

As you near the Garrison marking the border of the Red territory, detour west to enter the purple-flagged Border Gate Tower (you have the purple password) and assume control of the Cloud Castle for some Titan aid.

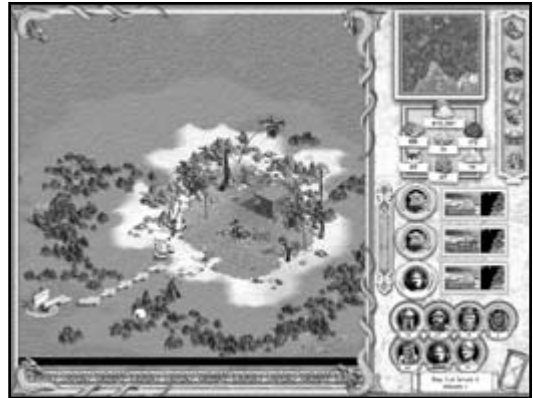


CLAIM THIS CLOUD CASTLE AND HEAD INTO THE RED KINGDOM.

Attack the Garrison and storm into the Red kingdom. Nab the single town and claim the rest of the realm as your own. Be sure to post a sizeable force in the Garrison to prevent invasion.

When you've pilfered everything on shore, go to the Shipyard and board a boat for sea exploration.

Go west first. Scoop up treasure and battle Ghost and Pirate ships where you can. When you find a floating house, stop in for a drink. A sailor in the bar informs you that the rocks around Asp Island, where the offshore prison is located, are an illusion.



VISITING THE FLOATING BAR TO THE NORTH ALLOWS YOU ACCESS TO THIS SEEMINGLY IMPASSIBLE ISLAND TO FREE A VERY IMPORTANT PRISONER.

Continue southwest to Asp Island and swing around the back side of the island, where a Sea Monster blocks the way. Fight to get to the prison and free a Knight named Reed. Merge him into your army and set sail. You may continue to collect the massive quantity of stuff hidden around this ocean, or return to the formerly Red town and resume the battle on land.



EXPLORE THE OCEAN EAST OF THE TOWN FOR AQUATIC RICHES. LOOK FOR AN ISLAND WITH A BLUE PORTAL. YOU CAN'T REACH IT BY BOAT BECAUSE OF THE ROCKS, BUT LATER YOU FIND THE OTHER END OF THAT PORTAL.

Leave the Red Garrison and continue north, turning west at the end of the path. A path opens to the south that leads to the Blue kingdom. You have other things to do before going there, keep in mind.

You also spy a surviving neutral town to the north—take it.



AFTER TAKING THIS TOWN, GO STRAIGHT TO THE GREEN PORTAL TO FIND A WAY TO THE UNDERWORLD.

Travel a bit southwest to a grove of trees encircling a green Portal. Defeat a large army of Black Dragons and step into the Portal.

Fight north to a red Portal. Step into it; you arrive in an underground cave. Conquer the Teal town a short march to the west. Search the various arms of this cavern for items and riches.

Stroll southeast from town and turn southwest at the first intersection. Follow the cavern (exploring to the west if you like) to the east to a teal Portal. Before stepping in, defeat the Black Dragons for the right to wear Gryphonheart's Plate Mail.

Enter the teal Portal and take it to Dragonlock. Surge westward until you arrive at the Green Garrison. Flood through the gates and inundate the Green town. After you eliminate the Green army, jump into the yellow Portal to the southeast for a shortcut back north.

Travel east to the path leading to the Blue kingdom. Now that you've eliminated all other forces, withdraw your defensive troops and focus on an all-out offense.

Continue south to the coastline and turn west. Overwhelm the first Blue town you encounter.

The Blue Garrison to the south marks the route to the last Blue town, but you have something to take care of first. Follow the cobblestones northwest to a blue Portal and step inside. Remember that inaccessible island? Pick up everything and return through the Portal.



THE BLUE GARRISON IS CRAWLING WITH ENEMIES. BE WELL PREPARED BEFORE ATTEMPTING TO INVADE BLUE TERRITORY.

March back to the south and assault the well-defended Blue Garrison. Hack westward to a Border Guard Tower. Only an army containing Reed can pass through, so consolidate all of your best forces with him and proceed to the grand finale.

Descend upon the final Blue town and the doomed Landrew. Pound them into dust and you win the scenario.

Slave to Fear

Victory Conditions: Find Emilia Nighthaven.
Loss Conditions: Lose Solymr.
Map Size: Medium.
Map Difficulty: Intermediate.


SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Life	Blue
Computer	Life	Green
Computer	Order	Orange

This medium-sized map is divided into two parts. The northern part is snowy and accessible by two paths and a two-way green Portal. The southern part is greener and smaller.

Find the hiding Queen Emilia by asking the distrusting local residents. Look for stray buildings and listen for rumors of her location.

Start in the southeast corner and march west down the road. Visit the Altar of Wishes before leaving. The Genies have much to say and are essential later.

When you reach the neutral city to the west, take it over immediately. Stay and build before continuing west.

 *Note*
 YOU PASS A GREEN PORTAL THAT LEADS NORTH OF THE SNOW LINE AND BACK, BUT DON'T GO THERE YET.



THE HOUSE TO THE NORTH IS YOUR FIRST CONTACT IN THE SEARCH FOR EMILIA. STOP BY AND FIND OUT HOW TO GET INFORMATION.

When the path turns north, continue west toward the Green realm. Look for a small shack. Medusae guard the small shack, and in the backyard is a Window of the Magi. When you try to enter the house, the inhabitant demands proof that you're not one of "them" before he tells you anything about Queen Emilia. To prove your loyalty, capture Cauldron Hill, the Green-held town to the west. Return after you claim it.

Trudge west until you reach Cauldron Hill—take it. Scour the immediate vicinity for items and wealth and head back to the doubter's home to hear what he has to say about Emilia.

He accepts your proof and says he'll arrange a meeting. That pays off later.

Step into the green Portal west of the doubter's home, you take your first steps in the snow.



YOU CAN REACH THIS SAME POINT ON FOOT BY TRAVELING NORTHEAST FROM THE HOUSE. YOU CAN PICK UP LOTS OF ITEMS AND EXPERIENCE ON THE WAY, BUT IT'S LONGER AND YOU DO A LOT MORE FIGHTING.



REMEMBER THIS SITE WITH ITS TOWN AND TWIN WINDMILLS. WHEN YOU LEARN EMILIA'S LOCATION, YOU COME HERE TO FIND YOUR WAY.

Follow the road west to an unclaimed neutral town between two windmills. Move in before following the road to the northeast.



REMEMBER THESE WINDMILLS. THEY'RE IMPORTANT LANDMARKS.

Continue up the road to the northeast and fight your way through the Blue Garrison. Next, infiltrate the Blue base, take the town, and subdue its inhabitants.

Venture through the green one-way Portal to the southeast of the town. Be ready to fight as you emerge. Proceed north through the gap in the trees, and go west to claim the Altar of Wishes.

Trek west and cross a bridge to the Orange realm. Before attacking the city, however, visit the gate northeast of it. The guards tell you to prove your allegiance by taking the Orange town next door.

AFTER YOU CLEAR THE TOWER, VISIT THE REN-



DEZVOUS HOUSE IN THE WOODS.

Take the Orange town and return to the tower. The guard admits you; proceed to the house hidden in the woods. Inside is Emilia's chief adviser, Tharj, who demands that you bring a legion of 50 Genies to prove yourself.

Build up the adjacent town to include an Altar of Wishes. It takes several turns to generate 50 Genies, so build a Caravan to ship them from your other Order towns and the two Altars of Wishes you've claimed.

After you recruit the 50 Genies, take them to Tharj. With his permission, you meet with the queen. Return to the twin windmills near the neutral town you claimed.

THE WOODCUTTER'S COTTAGE IS A HIDEOUT FOR



HER MAJESTY, BUT YOU MUST GET PERMISSION FROM THARJ BEFORE YOU ENTER.

Climb the path up the hill to the northwest, past the Shrines of Magic. At the end of the road, you find a Woodcutter's Cottage, the queen, and the end of this scenario.

To Slay an Immortal

Victory Conditions: Find the Sword of the Gods and defeat Mazellian.

Loss Conditions: Lose Solymr or Emilia Nighthaven.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Death	Red
Computer	Might	Blue
Computer	Chaos	Green
Computer	Chaos	Teal

The mission begins with your forces separated. Solymr and a smattering of troops are in the northwest corner of the underground caves. His mission is to get information on how to counter the Crystal Pendulum.

Emilia, Tharj, and five nobles are on the surface along the eastern edge of the map. Their goal is to find the Sword of the Gods, located underground via a tunnel in the south of the map. Their only town is next to them, but it's inaccessible from the outside. They can only move forces out via a yellow one-way Portal. No other towns are available.

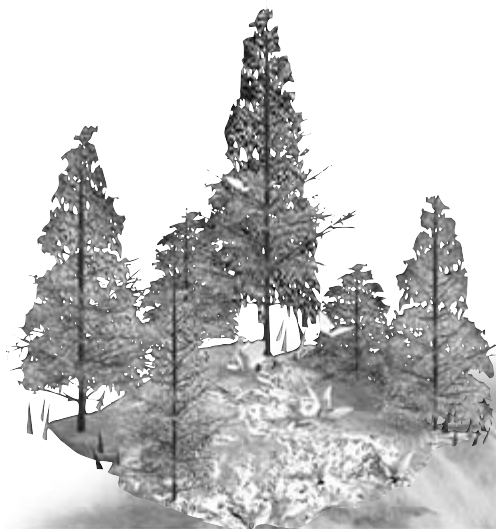
In this scenario, you cannot attack any of the three enemy bases on the surface. Your best bet is avoidance.

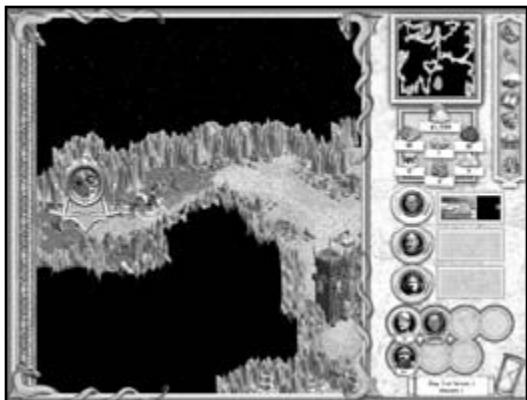


EACH TURN SWITCHES BETWEEN SOLYMR AND EMILIA'S MISSIONS, BUT THIS WALK-THROUGH TREATS THEM SEPARATELY FOR THE SAKE OF CLARITY.

Solymr's Mission: Underground

Ignore the two side paths and proceed directly south to the Quest Guard Tower. A voice informs you that you can pass the tower by destroying it with eight Earth Elementals. Backtrack to the western alcove to find an Earth Portal where you can recruit such creatures. It takes several turns to amass eight. Meanwhile, explore the eastern branch of the caves.



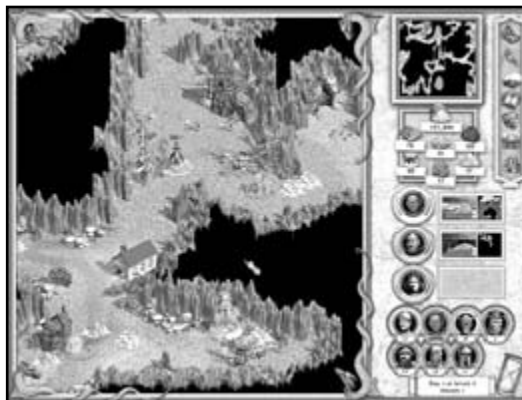


RECRUIT EIGHT EARTH ELEMENTALS AND TAKE DOWN THE INTERFERING TOWER TO THE SOUTHEAST. IT TAKES SEVERAL TURNS TO COLLECT THEM ALL.

After you acquire a sufficient demolition force, approach the tower and destroy it.

Explore and follow the cave south and east until you reach a neutral town. Take it over to build up your army. The red Portal here later allows you to skip a battle with a large cadre of Bone Dragons. Instead of taking the Portal, explore the dead-end cavern leading to the east.

Venture south into the caverns. A path leads to the east. This is the direction of your final assault, but you have something to do first. FYI: The exit red Portal is behind the Bone Dragon guarding the path.



WHEN YOU COMPLETE YOUR VISIT TO THE SOUTH CAVERN, COME BACK HERE TO VENTURE EAST.

Caution

THE PURPLE PORTAL LEADS TO THE SURFACE, BUT IF YOU TAKE IT YOU CAN'T COMPLETE YOUR MISSION. DO NOT USE IT!

Continue south, until you find a red Keymaster's Tent south of a major Red-held city. Invade it to establish a second underground foothold.

Note

YOU MAY TAKE THE NEUTRAL DEATH TOWN TO THE NORTHWEST AS WELL.

Return to the eastbound branch guarded by the Bone Dragons. Either defeat them or return to your town to the north and use the red Portal to bypass them. Either way, march down the cavern to the east afterward.



Take control of the Garrison and head east. The path branches to the southeast, but a quest gate blocks it. Take the town of Mazzak to the northeast in order to pass through.

Up the northeastern path, a border gate blocks the way. If you have the password, pass through and take Mazzak, freeing your Ghost guide from her prison.



AFTER YOU INVADE MAZZAK TO THE NORTH AND BREAK THE CURSE ON DAERAPHENA, YOU ARE ADMITTED THROUGH THIS GATE TO FACE MAZELLIAN.

Return to the quest gate and pass through. Follow the cavern to its end.

Defeat Mazellian by either facing him in direct battle or, if he's inside, by laying siege to the town. Once he's vanquished, you complete this part of the scenario is done. If Emilia has completed her scenario, move on to the final scenario in this campaign.

Emilia's Mission: Surface

Stay close to your home town until you build it up and develop a strong cadre of supporting troops. It's a long trip, and you want to be prepared. Divide your heroes as you see fit; for optimum item-collecting, use as many hero-led groups as possible. Collect resources to do this, but stay close for now.

Tip

BECAUSE NO ONE CAN GET TO YOUR TOWN, YOU CAN LEAVE TROOPS UNGARRISONED.

Head north to the Blue town. There's no way in (the only blue Keymaster's Tent is behind the wall), so move to the west.



YOUR EVENTUAL PATH IS TO THE NORTHWEST INTO THE SNOW, BUT THE SHORT SOUTHWEST PASS IS ABUNDANT WITH RICHES.

Shortly after the Blue town, the path splits northwest and southwest. Explore the southwest pass, but return to the northwest pass to continue your journey.

As this snowy path turns south, search the valley to the northwest (past the Hydra-guarded Order shrine) before continuing on the main path.



THIS FERRY DOCK IS ONE WAY TO REACH YOUR DESTINATION.

Near this bend, you spot a ferry dock guarded by Cerberi. You have two choices, both of which take you to the same place. Continue south, turn the corner to the east, and step into a blue Portal, or cross the river and press east until you reach the same blue Portal. The routes are equally thick with opponents and rewards, so the choice is yours.

Tip

BECAUSE THE BLUE PORTAL IS TWO-WAY, NOTHING PRECLUDES YOU FROM EXPLORING BOTH ROUTES.

Note

THE GREEN BASE NEARBY IS IMPENETRABLE. AVOID IT.

If you choose the ferry, explore to the south. Note (but don't approach) the inaccessible Teal base. Trudge east until you reach the blue Portal.

If you choose the Portal route, continue south past the Green base and follow the road as it turns east. Enter the blue Portal at the end of the path.

From the blue Portal (southwest and over the mountains from your sole town), travel southeast until you reach a Quest Guard Tower.

Only Emilia may open this gate, so use her army to access it. After the gate is open, attack the Garrison and pass through.



GO THROUGH THE QUEST GUARD TOWER, PAST THE GARRISON, AND INTO THE PURPLE PORTAL TO FIND THE ENTRY TO THE SWORD OF THE GODS HIDING PLACE.

Step into it to be transported across the river to an otherwise inaccessible alcove. A tunnel leads underground.

You're in the resting place of the Sword of the Gods. Rush south to subdue the band of Bone Dragons guarding the precious weapon. Open Pandora's Box to find the Sword of the Gods. Emilia's part of the scenario is now complete. When Solymr's part is done, move on to the final scenario.

The Price of Peace

Victory Conditions: Defeat Gavin Magnus.
Loss Conditions: Lose Emilia
 Nighthaven or Solymr.
Map Size: Large.
Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Order	Purple
Computer	Might	Red
Computer	Order	Blue
Computer	Chaos	Green
Computer	Order	Teal

Your final scenario begins in the southeast corner with a collection of heroes and a lone town. Build and explore until you have a respectable starting force.



NOTICE THAT AN AREA OF THE MAP IS EXPOSED IN THE NORTHWEST CORNER AROUND THE TEAL ARMY. THIS ARMY IS LED BY REED, THE KNIGHT YOU RESCUED FROM THE PRISON IN A PREVIOUS SCENARIO. YOU CAN'T CONTROL REED'S ARMY, BUT HE CAN EXPOSE THE MAP FOR YOU.

MAGNUS DEFEATS REED. THIS OPENS A PASSAGE FROM YOUR AREA TO THE BLUE KINGDOM.

Ride west along the southern edge of the map until you come to a Barracks. Claim it and shift north to find your first neutral town.



A FERRY IS THE ONLY WAY TO CROSS THIS RIVER. STEP ON THE DOCK ON YOUR SIDE TO BE TRANSPORTED TO THE OPPOSITE SHORE.

Capture it and nurture it for awhile before proceeding. Explore the area east of this town and south of the river. Notice, north of this town, a ferry crossing. Also notice the purple exit Portal. It leads from within the Red kingdom in the northeast.

Amass some troops and march southwest and through the green-flagged Garrison into the Green army's base. Seize their sole town to the southwest.



NORTH OF THE GREEN TOWN, A ROAD LEADS TO THE WEST AND APPEARS TO DEAD-END AT A LINE OF TREES NEAR A STABLES. LATER, AFTER YOU DEFEAT THE TEAL ARMY, THE TREES BLOCKING THE ROAD DISAPPEAR. THIS IS YOUR ENTRANCE INTO THE BLUE KINGDOM.



THIS IS THE ONLY WAY TO GET TO MANGUS'S ARMY. IT REMAINS CLOSED UNTIL MAGNUS WIPES OUT THE TEAL FORCES.

After you loot the Green land, cross the river via the ferry. Surge north and east to spy a Red town. Lay siege and annex it.

Survey this island and consume all its offerings before crossing the bridge to the southeast. Climb up the hills to the northeast and claim the final Red town.



THE TITAN GUARDING THE PURPLE PORTAL HAS THE MIND SHIELD.

Continue up the road to recruit some Behemoths and find a purple one-way Portal. Defeat the large army of Titans guarding the Portal and you win both a shortcut to your holdings in the south and the coveted Mind Shield.

Backtrack to the island to the west and find a black metal bridge headed northwest. Cross it and claim another neutral town for your growing empire.

Search this peninsula. In the north, you find a Waterwheel and, next to it, a purple two-way Portal. Jump into the Portal; this takes you to an island off the Teal base. Gather the island's riches and return through the Portal.

The Blue army subdues an overmatched Teal army in the northwest corner. A way opens from your kingdom to the Blue realm. As noted earlier, the entrance to the Blue realm is near the Stables northwest of what was formerly the Green town.

Follow the road west into the Blue kingdom. You can conquer towns, but your priority is to find Gavin Magnus. Attack him wherever you find him.



SHE (OR HE) WHO ATTACKS MAGNUS *MUST* HAVE A MEMBER OF THE ARMY WHO WEARS THE MIND SHIELD AND SWINGS THE SWORD OF THE GODS.

There's one rule: The army that attacks Magnus must include one member wearing the Mind Shield and wielding the Sword of the Gods. When you defeat Gavin, the scenario is over and you win the campaign.

NATURE CAMPAIGN: ELWIN AND SHAERA

The Lovers

Victory Conditions: Find Shaera's father, Gramin.

Loss Conditions: Lose Elwin.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Nature	Purple
Computer	Might	Blue
Computer	Chaos	Orange

Start along the coastline in the southwest corner. Shaera's dad is waiting out front at Dolphin Jump, a neutral town in the northwest corner.

Travel northeast along the beach and turn northwest at the wall.

Capture the neutral town, build it up, and recruit before moving on.



COME HERE AFTER YOU VISIT THE YELLOW KEYMASTER'S TENT.

Pass a yellow-flagged border gate. You need to find the yellow Keymaster's Tent to pass.

Southeast of the orange gate is a well-defended neutral Chaos town. Take it. The vanquished armies torch the town as you arrive, so rebuild it up.

Southwest of the Chaos town is a blue Keymaster's Tent. Visit it for the password that opens the blue Border Guard Tower behind the orange one.

When you clear the town, go northeast toward the Blue kingdom.



LOOK FOR THIS CAVE ENTRANCE. A QUEST IS NEARBY.

Past the Chaos town, the road splits; turn southeast. Near the beach, a tunnel leads underground. Descend into a murky cave.

Stumble down the cave to the northeast. When you collect all the items, step into the purple Portal to go to the other end of the long cave. Nearby is the yellow Keymaster's Tent; visit it to get the password you need. When you finish exploring, return aboveground.



THE HOUSE TO THE WEST REPRESENTS A QUEST, AND THE GUY TO THE LEFT REPRESENTS WHAT YOU HAVE TO DO TO COMPLETE IT.

Stay on the beach southeast of the tunnel to find a new quest. Check out the small house.

Quest: Beach Bum

The man in the house asks you to retrieve his Ring of Strength from the Sorcerer nearby. He offers an unspecified reward.

Attack the Sorcerer. You need a sizeable force. When you finish, revisit the house and claim your prize: an Arrow of Stunning.

Before heading to the yellow gate, invade the Blue base to the east. Enter it from the southwest and lay siege to the town. After you move into the town, claim the rest of the small compound.

After you defeat the Blue army, head for that yellow border gate. Turn east, pass through the blue Border Guard Tower, and step into the blue Portal.

You find yourself on an island. Explore it, then use the Portal to return to the mainland.

March northwest and take the first Orange town. Leave a minimal defense force and take to the road north to acquire a neutral town. Build up and get ready for the battles ahead.



THE FIRST ORANGE TOWN IS THICK WITH THIEVES AND OTHER FOES. DEFEAT THEM TO BE ONE STEP CLOSER TO DOLPHIN JUMP.

Nearing the rocks east of town, you enter Blue territory. Conquer the town; it's moderately defended. Mop up the remnants of the Blue army, and Caravan forces into its former headquarters.

When your army is mighty, proceed east to the final Orange town. Detour to the southeast to explore near the ocean.

Tip

BYPASS THE ORANGE TOWN BY GOING THROUGH THE QUEST GATE AT THE BEACH INSTEAD OF THE ONE BEYOND THE ORANGE TOWN.

Pummel the Orange town and hunt for stragglers to rid the map of enemy forces.



SHAERA'S FATHER WAITS ON ZEBRABACK OUTSIDE DOLPHIN JUMP.

Proceed south through the Dolphin Jump gate. Only Elwin and his creatures may journey through this gate; any other heroes you have added must stay behind.

Mark of the Tiger

Victory Conditions: Defeat the Trolls that plague this land. Defeat Worllarc.

Loss Conditions: Lose Elwin or attack a White Tiger.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Nature	Purple
Computer	Death	Red
Computer	Chaos	Blue
Computer	Nature	Green
Computer	Chaos	Orange
Computer	Nature	Teal

Recruit creatures in your town and cross the wooden bridge to the southwest.

Explore the small island, noting the green and purple exit Portals. Venture northeast via the other wooden bridge.

The White Tigers demand you rid them of the Trolls who hunt them for sport. Hunt down every Troll on the map to prove yourself to the Tigers. Start with the Trolls between the bridges.

As you reach the end of the bridge, you receive both a message and Shaera's falcon, Breeze. When Breeze flies overhead, your range of sight is increased.

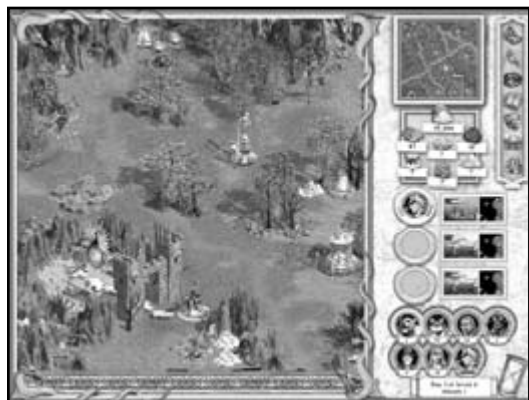


THE TROLLS BETWEEN THESE BRIDGES HAVE BUTCHERED TIGERS. WIPE OUT THIS THREAT TO YOUR FELINE ALLIES.

Continue northeast to a quest gate. Venture inside the walled fortress and execute more Trolls.

Search south of the fortress for a green Portal. Step inside to move across the river to the southwest. Search the first part of this landmass well. Take the neutral town nearby.

Inspect the northern and southern parts of this land, taking advantage of the lightly defended Blue base. Take it before continuing your mission. Claim all its resources and exterminate any Blue troops you spot.



THE NEXT GANG OF TROLLS IS IN THE FORTRESS TO THE WEST OF THE BLUE TOWN.

West of this base, another band of Trolls lurks in a small keep. Pass through the gate and add another notch to your staff. Use the purple Portal to return to where you met with the White Tiger.

Cross the bridge to the northeast and circle around to the west to use the yellow Portal.

Travel north and turn southwest to find the next Troll outpost.

You're in the territory of the Green armies, so be alert. Invade the Green town to the southeast after you take care of the Trolls.

Explore the area around the Green town. In the southwest corner, you find bridges going southeast and southwest.



FROM THE SOUTHEAST CORNER OF THIS INTERSECTION, GO TO THE NORTHWEST CORNER TO FIND THE LAST GROUP OF TROLLS.

Go southeast to find a neutral town for your use and support. When you've covered this area, return to the intersection of bridges and go northwest, then take another bridge southwest.



Note

UPON ARRIVAL IN THE NORTHERN AREA, THERE IS A PURPLE PORTAL THAT TAKES YOU TO YOUR STARTING POINT.



Note

THE AREA IN THE SOUTHWEST CORNER IS YOUR FINAL STOP, BUT NOT UNTIL YOU KILL EVERY TROLL (ORANGE ARMY) UNIT.

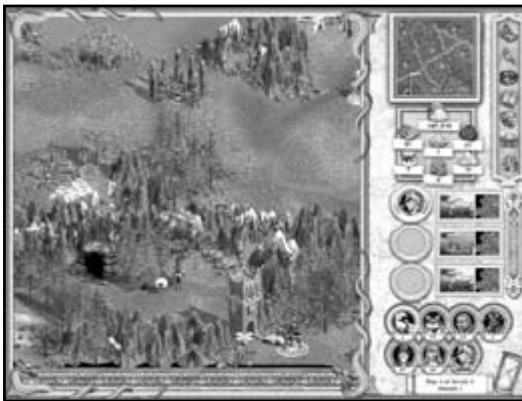
Canvass this land by traveling west. Conquer the Blue town and look to the southwest for more Trolls. Enter the gate and show the Trolls who's boss.

With that, the Troll menace is a memory. Proceed to the landmass in the southwest corner of the map.



THERE'S NO NEED TO EXPLORE THE NORTHWEST OR WIPE OUT THE REST OF THE GREEN ARMY, BUT YOU MAY DO SO FOR THE EXPERIENCE POINTS.

At to the bridge intersection, take the bridge to the southwest corner. Travel south-east from the bridge to find another Green town. Annex it and round up the forces that guard it. Import troops to assist you in the next undertaking.



GET INSIDE, WIPE OUT THE TROLL LORD, THEN SEE WHAT'S WRONG IN THE TIGER LAIR. THE WALL TO THE LEFT COMES DOWN TO SHOW YOU THE WAY.

Venture west from this new town to a quest gate. If your army contains Elwin, and all the Trolls have been wiped out, the Orc guards admit you and stand by as you attack a Troll Lord and his army.

You must accomplish one more task: You must enter the nearby Tiger lair and find out about the Tigers' real enemy.

A wall opens to the west, leading to a red Keymaster's Tent and a tunnel. Visit the Keymaster and descend underground.

An ambush begins your underground adventure. Fight it off and proceed through the red border gate. Follow the caves to the northeast, turning right at the first break in the wall.



PIN DOWN THE GRIZZLY NECROMANCER, WORLLARC, AND MAKE HIM PAY FOR HIS CRIMES AGAINST THE WHITE TIGERS.

Locate and attack Worllarc as he patrols outside his town, or as he stands guard in the town's Garrison. When he is defeated, the scenario is complete.

True Love

Victory Conditions:	Construct the Mirror of True Love.
Loss Conditions:	Lose Elwin.
Map Size:	Medium.
Map Difficulty:	Intermediate.

SIDE	ARMY	COLOR
Player	Nature	Purple
Computer	Nature	Red
Computer	Nature	Green

From the southwest corner, go to the nearby town. As you leave the glen, you receive unexpected allies: a pack of White Tigers.

Once you've claimed the town, look for a house to the east. The house's master offers you a quest.



THE POTIONS YOU REQUIRE ARE STASHED BELOW THE BLUE BORDER GATE TO THE NORTH. YOU HAVE TO FIGHT FOR A FEW OF THEM.

Quest: Potion Fetching

The Alchemist in the house offers you the first component of the Mirror of True Love: Cloud-silver. In exchange, you must bring four Potions: Mirth, Quickness, Resistance, and Endurance.

The Potions are in the surrounding woods. The Alchemist delivers the Cloud-silver and gives you directions to a Jeweler who can assemble the mirror.

While Potion hunting, you notice an inaccessible blue Keymaster's Tent to the north. It's now accessible, so visit it to gain passage through the blue border gate to the north.

Continue north to claim your second town.



BURST THROUGH THE BLUE BORDER GATE AND CELEBRATE BY ANNEXING THE NEARBY TOWN. BEHIND THE TOWN IS A JEWELER'S SHOP, THE NEXT STOP ON YOUR MIRROR MISSION.

Next, find the Jeweler's shop northwest of town. She offers a quest.

Quest: Jewels for the Jeweler

In exchange for forging the mirror's frame, the Jeweler demands 40 Gems. East of her house is a stash—not enough to satisfy the Jeweler, but a start. After more exploration and a couple of days of mining, you have the requisite amount. Return to the house and pay the Jeweler.

Trek east across the northern edge of the map. Behind a range of mountains you spot teal and green Portals that appear inaccessible. Continue south, staying close to the western mountain range.

Look east toward the Magic Planes to see the other green and teal Portals. Step into each in turn to explore its destination. When you're finished, return here.

Continue down the western mountains to the south and take the final Green town. Sweep the area for remnants of Green rule, and notice the red Portal pulsating nearby—it takes you into Red territory to the northwest.

When you're done here, proceed east, going through the narrow rock pass north of the red Portal.



THE BRIDGE LEADS TO THE BEACH FOR TREASURE HUNTING. NORTH OF IT IS ANOTHER TOWN; TAKE IT.

Turn southeast toward the beach for exploration. Cross the bridge to gather the bounty it holds, return to the mainland, and march north into Red territory.

Surge northwest from the bridge and take the closest Red town. This is your new base of operations, so fortify and amass.

When you're ready for the long push north, find another Red town to the northwest. Invade and convert it to your noble cause.

When you reach the northern border, conquer the next Red town near the green Portal. Explore the area nearby (north of the river). When you're ready, travel southeast on the wide road from this town and cross the river at the bridge.



IF YOU TRY TO ENTER THIS GATE, YOU ARE REFUSED. ACQUIRE THE DRAGON QUEST FIRST. WHEN YOU RETURN, YOU ARE READILY ADMITTED.

Visit the Quest Guard Tower to the northeast as you arrive on the far bank. To pass through this gate, visit the Dragon's Cave in the south.

Next to the other red Portal is another Red town. Make yourself at home once you've stormed the gates.

When you've stayed long enough, follow the road west and turn south to visit a shed with a quest.

Quest: Money for Sand

The merchant in this house is willing to give you the sand you need for the mirror for 10,000 Gold.

Pay the outrageous sum. He also instructs that melting the sand into glass requires the breath of a Red Dragon. One is nearby.

Venture south to the beach and turn to follow it northeast. Fight for admittance to the purple Portal and use it to visit a group of islands. Cross the C-shaped island to enter a blue Portal. When you've explored these islands, retrace your path and continue up the beach.



THE RED DRAGON RESIDES AT THE NORTHEAST SIDE OF THE BEACH. GO TO THE RED DRAGON TO GET YOUR FINAL ASSIGNMENT.

The Red Dragon's cave is at the far end of the beach. Enter cautiously. The Red Dragon gives you a quest.

Quest: The Black Dragon

The Red Dragon's mate is imprisoned in the Red town to the north. If you bring the mate back, you have your mirror.

Go through the Quest Guard Tower (only an army containing Elwin will be admitted) to the north and take the final Red town. The Black Dragon joins your party. Make room and return to the Red Dragon's cave. In return, the mirror is yours.

When you conclude the Red Dragon's quest, the mirror is complete and you win the scenario.

Reflections

Victory Conditions: Find Mirilass and defeat Harke Manor.

Loss Conditions: Lose Elwin.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Nature	Purple
Computer	Nature	Orange
Computer	Nature	Teal
Computer	Nature	Green

Mountains and trees divide this land into small chunks. Some are inaccessible but are equipped with Portals. Navigate the region counterclockwise, making frequent excursions inland via Portals to the isolated valleys.

Gain access and conquer Harke Manor in the northwest corner. Find Mirilass in the southeastern corner.



THIS GREEN PORTAL IS THE FIRST OF MANY YOU USE IN THIS SCENARIO. THE CENTER OF THE MAP IS ACCESSIBLE ONLY THROUGH PORTALS.

Explore the vicinity of your town to build up a respectable army. Travel south to enter a green Portal. Many riches can be found in the valley to which it leads. Take what you can and return the way you came.

Go west from the Portal to find a bridge leading southwest. Circle this area clockwise, taking the Orange town to the south. Then cross the bridge behind the town to explore a resource-rich pocket.

Circling the area, you come to a Medusa Hunter's house. He gives you a quest.

Quest: Medusa Hunting

The hunter challenges you to rid this region of a band of Medusae. If you succeed, you collect a Dwarven Shield.

The Medusae are nearby, guarding a Backpack to the southwest. Subdue them and return to the house for your prize.

You emerge back at your starting town. Continue north to find a blue Portal. Step into it to travel to a small but rich—and otherwise inaccessible—ledge. When you've accumulated enough, retrace your steps, then continue north.



MIRILASS'S BROTHER CALLS THIS TOWN HOME. CONQUER HIM AND MAYBE HE'LL GIVE YOU SOME INSIGHT INTO HIS HIDING SIBLING.

Invade the lone Green town in the northeast corner. You learn that Mirilass is hiding in the southwest corner near a blue Keymaster's Tent—two valuable bits of information.

Before moving on, circle and explore the area west of the town and east of the narrow mountain pass. When you've stuffed your storehouses with the goodies here, proceed through the mountain pass to the west.

Your course takes you to a neutral town south of the road. Its proximity to Harke

Manor makes it perfect as a primary base. Start a buildup now to make sure when the final battle arrives.

Before leaving this valley, enter the purple Portal near the western passage. Explore this area to enlist some big bugs in your crusade. Return from whence you came and continue through the pass to the west.



THE BORDER GATE PREVENTS YOUR ATTACK NOW, BUT YOU ALREADY KNOW WHERE THE KEYMASTER'S TENT IS.

Your arrival in the northwest brings you to the front yard of Harke Manor. A blue border gate seals it. You must find the blue Keymaster's Tent. Head south to visit it.

Leap into a yellow Portal. This isolated valley contains dizzying wealth and potent items. Return through the Portal when you finish collecting the riches.

Take the Orange town adjacent to the Portal. Leave a light defense and continue south to overtake the final Orange town.

Head east to annex a final neutral town and collect its resources to bear. Enter the red Portal nearby to visit the final isolated valley.



IF YOU DON'T SEE THE ARCHER, MIRILASS, IT MEANS HE'S THERE. PREPARE FOR AN AMBUSH. TALK TO THE KEYMASTER AND RETURN NORTH VIA THE YELLOW PORTAL.

Venture southwest of the former Orange town to find a quest gate. Pass through it and head for the blue Keymaster's Tent.

En route, Mirilass confronts and challenges you. When you've subdued him, visit the Keymaster and step into the yellow Portal to take a shortcut to Harke Manor.

Amass your strongest army and enter the Blue gate to lay siege to Harke Manor. When it falls to you, the scenario is complete.

Together

Victory Conditions: Defeat Lord Harke; return to Shaera.

Loss Conditions: Lose Elwin; launch the wrong boat.

Map Size: Large.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Nature	Purple
Computer	Nature	Red
Computer	Nature	Green
Computer	Nature	Teal

To emerge the victor in this final scenario, you have to defeat Lord Harke at his base in the southwest corner. Getting there is not the problem; amassing a large enough force is. Cover the entire accessible map before leading an assault on your mortal enemy.

A large Red army to the southeast is here to pester you. You can't attack its base, because there is no means of traveling to it. The army has several red one-way Portals to bring troops to your land, however.

To combat this menace, park armies outside each of the four one-way Red portals you encounter. If the force is large enough, Red armies stay home.

Build up your forces at your home city while you go out to meet with your other hero, Shaera's father, Gramin. You won't be able to control him until you approach him with Elwin.



Several features are important later, including a red exit Portal and a two-way purple Portal that takes you to an isolated beach to the northwest.



THE BLUE SHIP MEANS VICTORY; THE RED MEANS DEFEAT. YOU NEED THIS INFORMATION AFTER YOU ACQUIRE THE RESPECTIVE PASSWORDS.

There are two border gates, red and blue, each with a ship moored beyond. You will order one of these ships to sail, depending on the outcome of the war. If Shaera sees the red ship sail, she assumes you're dead.

To get to either ship, you have to find the corresponding Keymaster's Tent.



THIS BLUE PORTAL SPIRITS YOU AWAY TO SEVERAL MAP LOCALES THAT ARE RICH IN BOTH ITEMS AND DANGER. BRING A HEFTY FORCE. THE ENEMIES WHO GUARD THESE PRIZES ARE AWE-INSPIRING.

Inspect the area east of your town. Overrun the neutral town and seek out the blue Portal to the northeast.

The blue Portal has six destinations, each an isolated location full of danger and treasure. They're worth visiting for the access they give you to some high-level and otherwise unavailable creatures.

One of the blue Portals, the Bard's Door, stands near a two-way red Portal that leads to another isolated site. When you're done visiting the exotic locales, return to your starting point, Ungthor's Path.

Return to your home base and fortify your armies. Venture to the southwest and take the road leading south (south of the Nature shrine). The first thing you see is a small house. Check it out for a quest.

Quest: The Haunted House

A voice promises a powerful artifact for 5,000 Gold. Don't take it up on its offer



THIS INTERSECTION IS A PROMINENT LANDMARK.

At the first intersection, turn east and take the town to gobble up everything in this valley before returning to the intersection. Go straight (west) across the intersection and follow the road as it turns north. Take that town as well, and build and recruit.

When the entire northwestern area is yours and secure, march toward Harke via the south road.

An army blocks the road. Go toe-to-toe with them to clear the way so you can annex the next neutral town to the south.

From that town, continue south along the road to a line of fence. Scoop up, visit, or fight anything you find here before returning to the town.

Amass your strongest army and stab westward to overrun the first Teal town. Make this your new home, and import every creature at your disposal. March on Harke and his town.



HARKE IS IN OR NEAR THIS SOUTHWESTERN TEAL TOWN. DEFEAT HIM TO BE VICTORIOUS.



BEFORE THE ATTACK, EXPLORE THE AREA TO THE NORTH, PAST HARKE'S TOWN. WHAT YOU FIND COULD TURN THE TIDE IN THE COMING BATTLE.

When you've imprisoned your enemy, back and dispatch the proper ship to alert your people that the battle is won. Both are locked behind border gates, so you need the passwords.



WHEN YOU BEAT HARKE, YOU'RE PERMITTED TO PASS THROUGH THIS GATE. FOLLOW THE TEAL PORTAL TO GET TO THE BLUE KEYMASTER'S TENT.

Locate the quest gate northeast of Harke's stronghold and venture inside. You won't be admitted until you defeat Harke. Drop in at the red Keymaster's Tent and step into the teal Portal next door.

Emerging from the Portal, visit the blue Keymaster's Tent and exit via the purple Portal.

You are near Harke's headquarters. The now-accessible green one-way Portal takes you to the northern coast. Ride it home. Take the boat moored beyond the blue border gate.



IF YOU TAKE THE RED-SAILED BOAT BEHIND THE RED BORDER GATE, THE SCENARIO IS LOST.



SAIL TO THE ISLAND WITH THE TAVERN TO FIND SHAERA BEFORE SHE DOES SOMETHING UNFORTUNATE. WHEN YOU LAND, CLIMB THE HILL BEHIND THE TAVERN TO FIND HER.

Sail north to an island that features a Tavern. Drop anchor and rush up the hill to stand with Shaera. When the lovers are reunited, the scenario and the campaign are at an end.

DEATH CAMPAIGN: HALF-DEAD

Eater of Children

Victory Conditions: Capture Vitross.

Loss Conditions: Lose Gauldoth
Half-Dead.

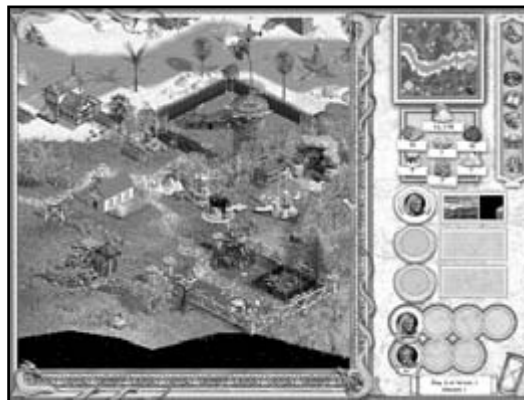
Map Size: Small.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Death	Red
Computer	Order	Blue
Computer	Nature	Green
Computer	Might	Orange

Your mission is to capture the Blue town (Vitross) in the northwest corner of the map. Getting there takes some doing, however.

You begin in a small graveyard in the southeast corner. Grab some recruits from the adjacent creature generators and survey your situation. Start in that town to the north. Take it.



THE TOWN TO THE NORTH IS EASY PICKINGS. RECRUIT AND HUNT IN THE UNDERGROUND CAVES TO THE EAST.

Build up some basic defenses and venture underground via an adjacent tunnel. Reinforcements and riches are underground. Return to the surface.

March west along the southern bank, collecting as you go. Take the second Orange town and build up its defenses. East of the town, a red Portal leads to the Blue city's gate, but only armies flying the Blue flag can enter.



THE ONLY WAY ACROSS THE RIVER IS AT THE FERRY DOCKS.

Cross the river at the ferry dock. Recruit troops, if needed, from around the Green town and take it by force.



DON'T VENTURE UNDERGROUND UNTIL YOU WIPE OUT THE GREEN TOWN AND ANY TROOPS LURKING ABOUT. IF YOU BEAT THE GREEN TOWN, YOU CAN RE-ENTER THE CAVES.

When your new town is protected, head back underground through another tunnel.

To pass through the Quest Guard Tower, you must have eliminated the Green army. Visit the blue Keymaster's Tent while you're down here, then return to the surface.



THE DEFENSES ON VITROSS ARE FORMIDABLE, SO HAVE A STRONG FORCE BEHIND YOU.

With the password in mind, approach the blue gate to the west and pass through. Sweep in and lay siege to Vitross. When it falls, revenge is yours and the scenario is won.

The Fiery Realm

Victory Conditions: Rescue Kalibarr.

Loss Conditions: Lose Gauldoth Half-Dead.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Death	Red
Computer	Death	Blue
Computer	Life	Green
Computer	Death	Orange

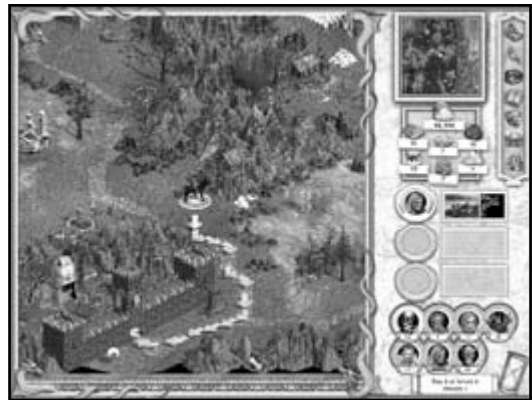
First, you must find a town to work with. There's a neutral town to the east of your starting position (northwest corner). Stay awhile, accumulate some troops, build structures.



THIS GREEN BORDER GUARD TOWER PREVENTS YOU FROM ENTERING THE LAND OF THE LIVING. FIND THE GREEN KEYMASTER'S TENT TO DEFEY THE DEFENSES.

Move south until you meet the lava river, then continue east. Go past a red Portal and inspect the rest of the region above the river. At the western mountain range, a green-flagged Border Guard Tower prevents you from entering the Green realm on the other side. Another seals the range to the south, so you need to find the green Keymaster's Tent.

Double back to the red Portal and use it. Press on to the south until you find a teal Portal sealed behind a Quest Guard Tower. When you find the Angel's Blade, return to this tower.

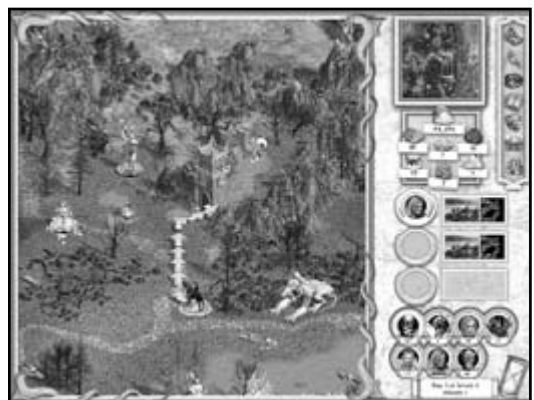


WITHOUT THE ANGEL'S BLADE YOU WON'T BE ALLOWED PAST THIS TOWER.

March east and conquer the walled Blue town nearby. When the well-fortified fortress falls, move in and ramp up production.

Cross the bridge to the east and scour the area. Search to the north.

Note
THE ONE-WAY TEAL PORTAL HERE IS A SHORTCUT TO THE TOP OF THE MAP.



THE GUARDS DEMAND A DONATION OF EIGHT BONE DRAGONS BEFORE THEY LET YOU PASS.

The green Keymaster's Tent lies to the north behind a Quest Guard Tower. Bring eight Bone Dragons to the tower and the guards grant you passage. There's a Dragon Graveyard near the bridge to the south. It takes several turns to accumulate eight of the beasts, so explore and upgrade for them in your new town.

Explore by going west, taking the neutral town in the process.

When you have your Dragons, return to the Quest Guard Tower to visit the green Keymaster's Tent.

Enter the one-way teal Portal to return to the north. Pass through the green Border Guard Tower and into the Green realm. Sweep south, consuming the sole Green town.



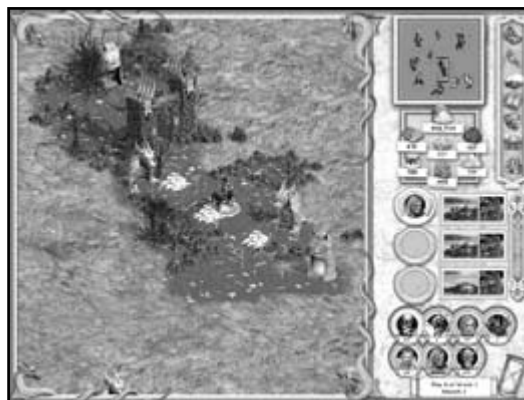
THIS BUILDING IS THE HOME OF THE ANGEL'S BLADE, BUT ONLY THOSE OF LEVEL 18 OR HIGHER MAY POSSESS IT.

At the far south of the kingdom is a strange structure at the edge of the map. Approach it. To receive the Angel's Blade, you must have achieved Level 18. If you haven't enough experience, you have to accumulate more before you may proceed.

Tip

YOU NEED A GIGANTIC ARMY TO SURVIVE THE UNDERWORLD! SPEND EVERY RESOURCE YOU HAVE IN PREPARATION, FOCUSING YOUR MONEY ON HIGH-LEVEL CREATURES AND AMASSING EVERY SPELL YOU CAN LEARN.

After you have the Angel's Blade, return to the Quest Guard Tower in the southwest corner. Pass through the tower and enter the teal Portal to travel to the underground.



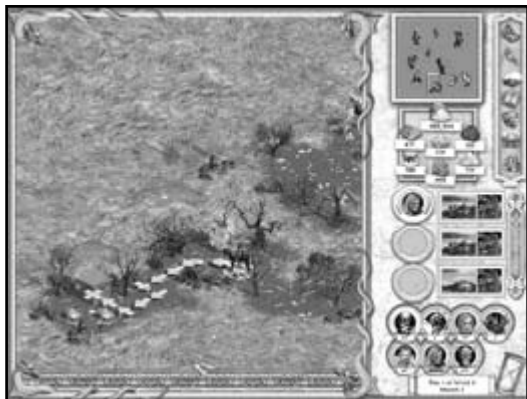
LEARN YOUR WAY AROUND THE PORTALS IN THIS UNDERGROUND MAP. EXPLORE VIA THE BLUE TWO-WAY PORTALS AND USE THE ONE-WAY PORTALS TO FIND KALIBARR.

The underworld consists of a lava sea dotted with 10 islands connected by a series of one-way Portals and a network of blue two-way Portals. Visit all 10 islands.

Tip

TO FORTIFY YOUR FORCES, EXPLORE BEFORE BEGINNING THE SEQUENCE TO REACH THE PRISON. SEVERAL HIGH-END CREATURE GENERATORS ARE DOWN HERE, AND YOU NEED THE HELP OF THE UNITS THEY CREATE.

To find Kalibarr, locate the prison on the island in the south. To reach him, follow this sequence: green, blue, red, yellow.



YOUR MASTER IS IN THAT PRISON, BUT TO REACH HIM YOU HAVE TO FIGHT THROUGH A POWERFUL ORANGE ARMY.

On the final island, you battle a massive Orange army to reach the prison. When you're victorious, enter the prison and liberate Kalibarr. With that, the scenario is complete.

The Points of Power

Victory Conditions: Flag five Points of Power.

Loss Conditions: Lose Gauldoth Half-Dead.

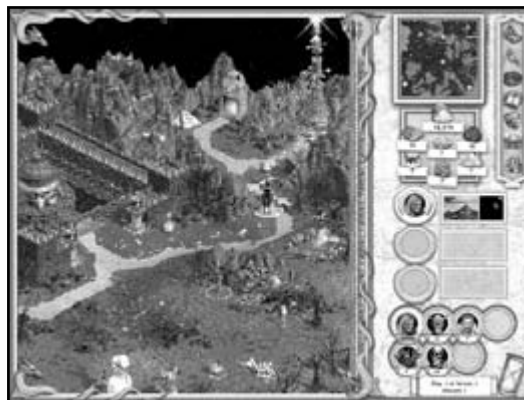
Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Death	Red
Computer	Death	Purple
Computer	Death	Teal

To win this scenario, visit five structures around the map in order: northeast, northwest, south, southeast, and southwest. Various gates and natural barriers complicate travel between them.

Pick up troops in your town and initiate the building of your base.



THE FIRST POINT OF POWER IS NEAR YOUR BASE. THE REST AREN'T THIS EASY TO REACH.

Turn northeast up the road from your town to find the first Point of Power; enter to activate it. The blue Portal nearby is useless, but place some troops near it to prevent enemy incursions.

Explore the entire area around your town before leaving by the southwestern road. At the end of the road, you have a choice of directions. Go west. Take the neutral town you find along the way.

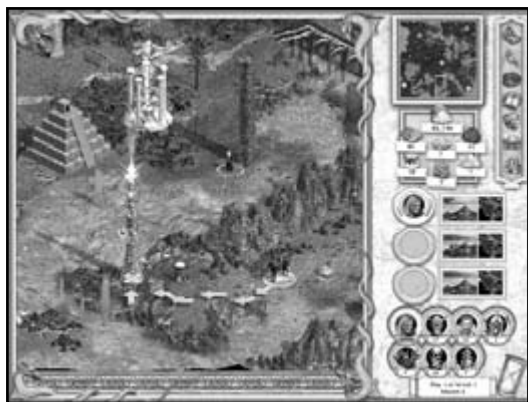
When you reach an intersection, press on to the northwest into Purple territory. Conquer the Purple town, then proceed north.



THE SECOND POINT OF POWER IS IN THE FAR NORTHWEST CORNER.

Explore this area for some useful creature generators and a green Portal (to the south of the map). In the northwest corner is the second Point of Power.

Travel via the green Portal to the southern edge of the map. Fight as you emerge.

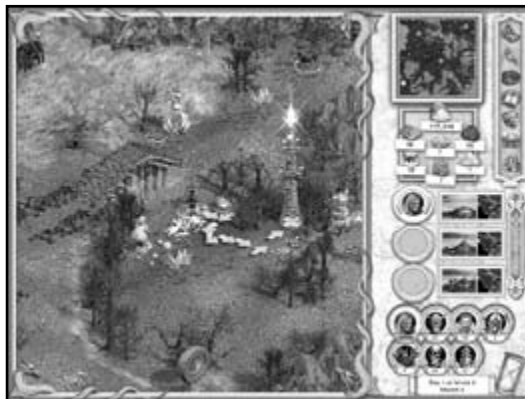


TAKE THE GREEN PORTAL TO THIS THIRD POINT OF POWER.

Follow the road east and over a bridge. At the end of the bridge, break from the road and turn west. Here is the third Point of Power; enter to activate it.

Return to the road and follow it across a bridge to the east. Take the Teal town on the

opposite side before breaking off the road to the northwest.

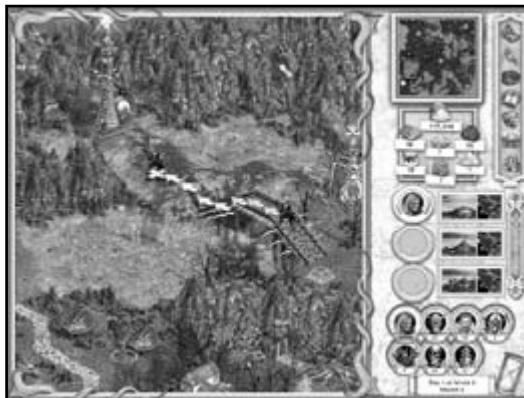


THE SOUTHEAST CORNER FEATURES THE THIRD POINT OF POWER. YOU WON'T BE ABLE TO CROSS THE BRIDGE TO THIS ONE UNLESS YOU HAVE ACTIVATED THE FIRST THREE POINTS.

Cross another bridge and turn southeast to find the fourth Point of Power. Activate it and return to the road.

Proceed up the road to the northwest until you arrive at (and invade) a small neutral town.

Travel west of the town until you reach a Quest Guard Tower. If you've activated all four Points of Power, you are granted entrance.



A TEAL ARMY GUARDS THE FINAL POINT OF POWER. TO GET TO YOUR GOAL, GO THROUGH THEM.

Cross the bridge and face off against a Teal army blocking the path.

Life and Death

Victory Conditions: Defeat Malvich.

Loss Conditions: Lose Gauldoth Half-Dead.

Map Size: Medium.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Death	Red
Computer	Death	Purple
Computer	Death	Teal

Malvich is hiding in his underground town. To find him, navigate this surface map (from west to east along the top and east to west along the bottom), descend belowground, and gain access to his fortress.

Begin your dirty work by marching southeast along the mountain range that splits this map into two parts. Take the first neutral town and make it your home.



THE SHRINE BELOW OFFERS A QUEST THAT'S ESSENTIAL TO ACQUIRING THE DEADWOOD STAFF.

While your town is developing, visit the shrine southeast of it for a quest.

Quest: Saint Korbert

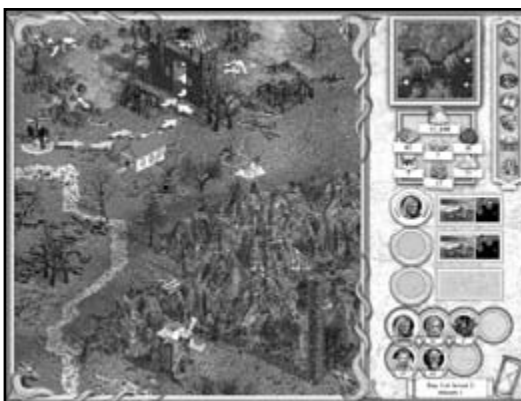
If you want to get the Life Shield, you have to prove yourself worthy of entering the tomb. The monks demand you procure the Armor of Death from a Dragon's hoard in the area.

When you go across the southern part of the map, there is a Quest Tower Gate guarded by a Black Dragon. Win the Armor of Death and bring it here.

Continue west. You go past a yellow Portal to the north. This Portal takes you to the southern portion of the map, but you need to visit the red Keymaster's Tent to exit the keep that holds the Portal.

As you near the western edge, you arrive at wall. To pass through, you must attack a well-manned Garrison.

At the western end of the map, take a Teal town. South of it is another Garrison, protected by a smaller force than the last. Set up shop in the town and vanquish the Garrison to continue.



CREEP SLOWLY INSIDE THIS GATE TO GET THE DROP ON A FLOCK OF BLACK DRAGONS. PINCH THE ARMOR OF DEATH AND RETURN TO THE SHRINE TO THE NORTH.

Go south and visit the quest gate. Beyond it, battle the Black Dragon for the Armor of Death. When you have it, return it to the shrine to complete your quest.

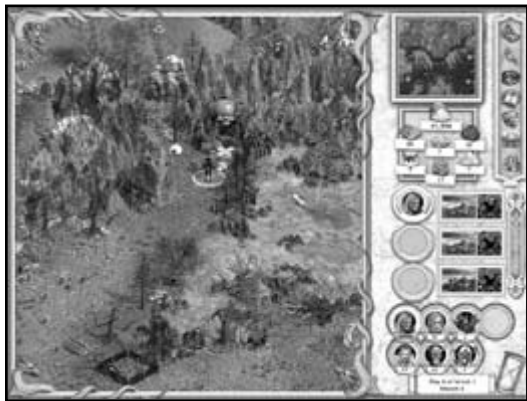
Southwest of the quest gate is another Teal town you must defeat it.

Build up and march east across the fiery southern portion of the map. Continue until you reach a well-fortified Garrison outside the Teal headquarters.

Inside the gate is the other end of the yellow Portal, but it's locked inside a red-flagged border gate. You must find the red Keymaster's Tent.

South of the yellow Portal is another neutral town for you to exploit.

Northeast of the yellow Portal is the final Teal town on the surface. Lay siege and take it.

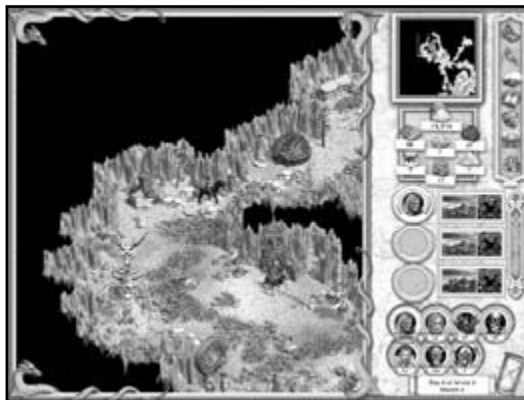


SEEK OUT THIS TUNNEL ENTRANCE AND HEAD BELOW TO SEARCH FOR MALVICH.

Locate the tunnel entrance northeast of the town. En route, you're ambushed by a fearsome group. After you dispose of it, head through the tunnel and underground.

Race down the cavern to the southwest and through a quest gate. A red border gate blocks the southeast passage and a teal border gate blocks the southern passage, so go northwest instead.

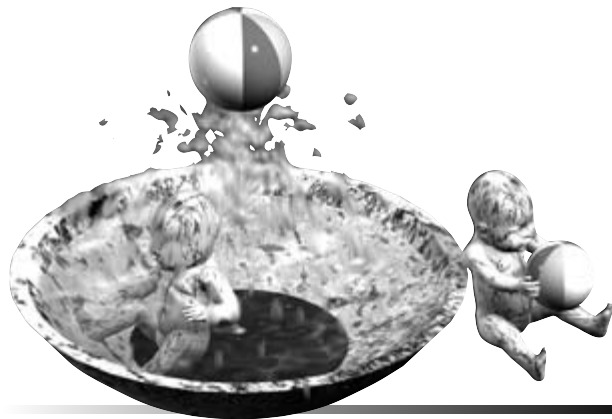
As the terrain changes, you encounter another Teal town. Strike another blow by consuming it and turning it to your advantage.

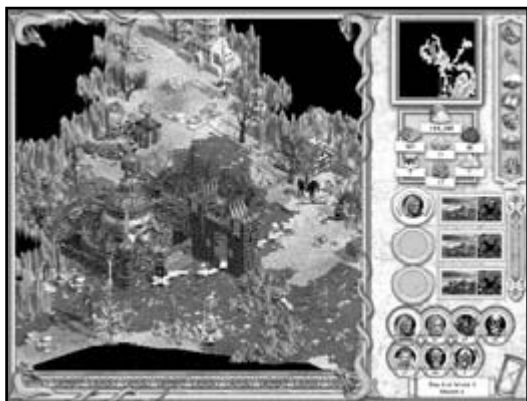


THE RED KEYMASTER'S TENT IS YOUR TICKET TO VICTORY, SO LET THE OLD MAN WHISPER IN YOUR EAR.

Explore the passage west of the town to find several useful items and the red Keymaster's Tent. Get the password for the red border gates and return to the cavern intersection.

There isn't a teal Keymaster's Tent outside the gate, so go through the red border gates instead.





MALVICH IS READY FOR YOU. DEFEAT HIM AND GET THE STAFF.

Pass through the gates and follow the caves around until you reach the final Teal town, locked behind a quest gate. Behind the gate, next to his sole stronghold, is Malvich. Attack! Victory completes the scenario.

The Unholy Breath

Victory Conditions: Defeat Kalibarr and take Nekkorum.

Loss Conditions: Lose Gauldoth Half-Dead or fail to achieve victory before the first day of month 4.

Map Size: Small.

Map Difficulty: Intermediate.

SIDE	ARMY	COLOR
Player	Death	Red
Computer	Death	Purple

You begin trapped in the Plane of Death. Your mission is to get to the surface and get some towns working for you to build an ultimate assault army.

After you gain control of the surface and take your hometown (you won't be able to attack it for awhile), venture into this realm to find your former master and end his apocalyptic plan. You must do all this before the first day of month 4!

The enemy city you're standing next to is surrounded; you can't conquer it even if you have an army. It becomes accessible later.



TURN NORTH AT THE INTERSECTION TO FIND THE WAY OUT. RECRUIT SOME TROOPS.

Go to the blue Portal to the northwest. Follow the road to the southeast and turn right (north) at the T-intersection.

Tip

SCOOP UP RESOURCES AND CLAIM GENERATORS AS YOU GO. YOU SOON HAVE TO TAKE A WELL-DEFENDED TOWN WITHOUT OWNING ONE—NO MEAN FEAT IF YOU DON'T PICK UP CONSCRIPTS ALONG THE WAY.

A line of trees blocks the area in the southwest corner, and it is accessible from a purple one-way Portal on the surface.

When you get topside, you are next to your former town of Nekkorum.

Blaze through the area north of the town, gathering supplies and creatures.



AS YOU PASS THROUGH THIS GATE, YOU LEARN THAT YOUR TROOPS ARE WAITING FOR YOU OUTSIDE THE SOUTHWESTERN TOWN OF RIJA. USE THE GREEN PORTAL TO MAKE THE TRIP.

Venture south, past Nekkorum, to a quest gate. Cross it and go into the one-way green Portal. Make a beeline for Rija to the northeast to claim your first town. Enter the city to chat with Mardor. Start north around the map, collecting and recruiting.



STOP BY THIS FARMHOUSE FOR A SUMMIT WITH REBEL FORCES. THEIR OFFER OF HELP IS WELCOME, SO BRING THEM OVER BY FERRY.

Near the river, a small farmhouse offers an important meeting with General Suraze. Accept his terms and he becomes available as a new hero. Ferry him to your side of the river and continue together to the northeast.

Go through the purple Portal to collect troops and resources in the formerly inaccessible underground southwest, and rescue your bodyguard.

The cave in which Hadrin is being kept is to the east. Free him, and his company of Zombies joins you.

When you're done, walk through the trees to the east. Turn right at the first road and follow it. The blue Portal is gone, but the yellow one is now accessible.

You emerge across from Nekkorum—now accessible to attack. Gather your army and attack.



WHEN NEKKORUM IS UNDER YOUR COMMAND AND YOUR ARMY IS AT ITS BEST, MARCH INTO THE YELLOW PORTAL TO RETURN TO THE PLANE OF DEATH AND FIND KALIBARR.

When you take the town, you find it to be a completed fortress with many units available to hire. Build up with every resource, and march confidently through the yellow Portal.

Take the remaining Purple town. It is full of recruitable units.



KALIBARR AWAITS SOMEWHERE ON THE MAP.
FIND HIM AND ATTACK.

Search the underworld map for Kalibarr and attack him. When you emerge, the scenario and campaign are your victories to savor.

CHAOS CAMPAIGN: A PIRATE'S DAUGHTER

The Pirate's Daughter

Victory Conditions: Capture both Frigiston and Yanathrae.

Loss Conditions: Lose Tawni Balfour or Pete Girly.

Map Size: Large.

Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Chaos	Orange
Computer	Nature	Blue
Computer	Might	Green

You begin at sea in the western half of the ocean. The watery part of this map is

split in two, so take to land early to get access to everything to the east. After you can get to the eastern sea, find the necessary Keymaster's Tents and claim the largest Green and Blue towns.

From your starting position, explore the offshore places you can reach.

When you're through sailing, sail north and anchor along the western beach. Circle the area, hiring any creatures you can.



GRAB A CITY. YOU NEED BIG ARMIES AND TIME TO DEVELOP THEM.

When you're ready, take the neutral city. To the east is a red Portal, but its two destinations are useless unless you have the green password.

March north from the town and scavenge everything. At the top of the hill, the road splits; the blue Keymaster's Tent waits to the east. With this password, you can explore the entire ocean.



THIS CHAIN CAN BE LOWERED WITH THE PROPER PASSWORD. AFTER YOU HAVE IT, THE ISLANDS TO THE SOUTH ARE YOURS TO EXPLORE.

Return to your town and build up a solid assault force before returning to your ship. Sail southeast from the Shipyard to the blue border guard chain that blocks passage to the eastern ocean. Go through it and head out to sea.

Visit and pillage the islands close to the shoreline. One of them features a purple Keymaster's Tent behind a Quest Guard Tower. The guard allows only Tawni through. Get the purple password and return to your ship.



THE PURPLE KEYMASTER'S TENT IS ON A SMALL EASTERN ISLAND. ITS PASSWORD OPENS THE PURPLE CHAIN THAT PREVENTS YOU FROM ATTACKING FRIGISTON.

Explore the smaller islands and take over the neutral Might town to the east.

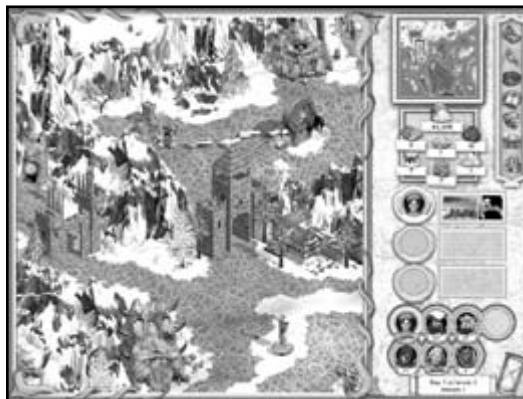
Work your way to the island in the south-east corner. There is a yellow Keymaster's Tent, where you get the yellow password. This gets you onto the large southern island inhabited by Blue armies, the stronger of your two foes. Confront them later.



SOUTHWEST OF THIS ISLAND IS ANOTHER ISLAND THAT ROCKS SURROUND. THIS ISLAND IS ACCESSIBLE VIA A BLUE PORTAL, BUT THE REWARD IS TREMENDOUS: A BLACK DRAGON GENERATOR. THE OTHER END OF THE PORTAL IS IN A GREEN OASIS ON THE NORTHERN CENTRAL EDGE OF THE MAP.

Sail to the purple border gate on the long chain along the mainland coast. Enter the tower to clear the chain and anchor on a sandy beach to the west. Disembark and snap up resources, overwhelming any forces milling about the beach.

Visit the green Keymaster's Tent and blast through the well-fortified Green Garrison to the west.



THE GREEN KEYMASTER'S TENT ISN'T ESSENTIAL FOR SACKING FRIGISTON BUT ITS PASSWORD IS USEFUL FOR THAT NETWORK OF RED PORTALS.

After you're through the Garrison, take over the Green town of Frigiston. You must hold this town for the rest of the scenario to win. FYI: The purple one-way Portal here goes to the neutral Might town on the eastern island.

Head north through the green-flagged border gate and step into the red Portal to go to Giant's Gateway.

Now you're on the eastern extreme of the mainland, from which you sweep westward across the coastline, collecting supplies, reinforcements, and towns until you return to your base (and your ships) in the west.



THIS GROVE GETS YOU TO THE MYSTERIOUS ISLAND IN THE SOUTHEAST OCEAN.

Stop at the Green grove to the north to use the blue Portal and visit the inaccessible island.

When you return to the west, board your ship and make for the sea.

Sail southeast from the beach to find a small island with a neutral Nature town. Assume control of this island and make it your new base. After you capture the town, build and fortify it and send an army south to cover the red exit Portal.

Sail southeast to the far end of the large forested island. Anchor at the yellow gate and begin your march to the northern end of the island.



ENTER THE BLUE KINGDOM'S ISLAND FROM EITHER SIDE VIA THE YELLOW GATES.

Take the first town you come across. Continue east to the other side of the island. After doing some additional recruiting and sacking another Blue-held town, press north.

Return to the previously captured town and start north. Two quest gates lead to either side of the island, but only Blue armies may pass.

Instead, travel up the center of the island and fight through a well-fortified Garrison.

Note
THE RED AND YELLOW PORTALS GO TO THE TWO OTHER BLUE ISLANDS. THE RED GOES TO YOUR NEWLY ESTABLISHED HEADQUARTERS.

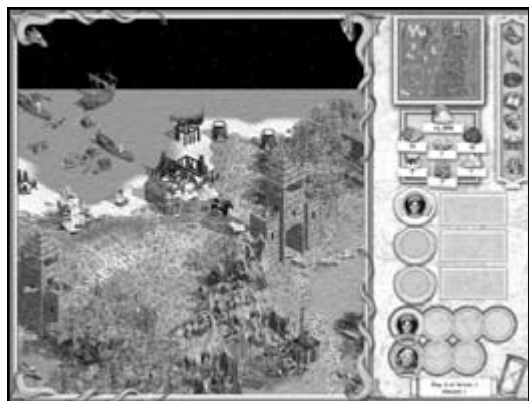
Assuming you still hold Frigiston, taking this town (Yanathrae) completes the scenario.

Bloody Cove

Victory Conditions: Defeat Captain Swift.
Loss Conditions: Lose Tawni Balfour or Pete Girly.
Map Size: Large.
Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Chaos	Orange
Computer	Chaos	Blue
Computer	Chaos	Green
Computer	Chaos	Purple

You stand at the northern tip of a large peninsula. Your ultimate goal, Captain Swift's Bloody Cove, is an island in the southwest corner. Wipe out opposing armies on this peninsula and on the accessible islands to the west. Find a way to Swift's impenetrable hideout and defeat him.



EXIT VIA THE EASTERN GARRISON AND SCOUR THE EAST SIDE OF THE ISLAND.

On the beach, collect everything of use and proceed through the east-most of two friendly Garrisons.

Follow the mountain range southward to the first Blue town. Take it without mercy, leave a guarding force, and proceed south.

When the mountain range ends, turn inland to assault the first Purple town.

After fortifying this town to prevent its recapture, march west across the peninsula.

Go north to find a second Purple town and pound it into submission. This eliminates the Purple army.

Continue north, sweeping around the center and west to collect the bounty of the land. Eventually you come to the first Green town. Bring it to its knees.

Travel down the western side of the island. The path funnels into a Green Garrison. Fight your way through it and push southward to find a second Green town. Add it to your empire. Hunt down any stray Green troops to eliminate them.



CAPTAIN SWIFT HELMS THE PIRATE SHIP TO THE WEST.

East of the town, jump into a green one-way Portal, which takes you to the rim of Bloody Cove. Circle the cove, taking command of a neutral town. As you round the eastern side of the island, you spot a Pirate ship in the cove: It's Captain Swift. Step into the blue one-way Portal to return north of the peninsula.

Return to the southernmost city and explore the southeastern part of the peninsula. The now-closed yellow Portal leads back to the north, and the quest gate to the Shipyard won't open until you eliminate all three hostile armies. You've one more to go.

Inspect the southwestern portion of the island. Visit the green Keymaster's Tent (although the password isn't useful).

Near the southwestern coast, the road turns to the north. Follow it to an open Shipyard.



YOU CAN BUY SHIPS ON THE WESTERN SIDE OF THE ISLAND. THERE ARE LOTS OF ISLANDS TO CHECK OUT.

Purchase a ship and sail westward. The large island you come to is Bloody Cove. It is inaccessible by sea—or so it seems.

Sail north, exploring and pillaging islands as you go. Anchor on the next large island you find. Explore it and capture the first Blue town.

Cross the sandbar to the west and battle through the Blue Garrison. Inside the base, inundate the town and check to the north for a yellow Keymaster's Tent (although you don't need this password).



THE PURPLE KEYMASTER'S TENT IS THE FIRST IN A SEQUENCE THAT BRINGS YOU CANNON-TO-CANNON WITH SWIFT.

Set sail for the southwestern corner. Behind Bloody Cove is a tiny island that hosts a purple Keymaster's Tent. Visit the Keymaster, then dive into the purple Portal to return to the peninsula.

Now in the southeast corner of the peninsula, you stand before a quest gate beyond which is an opportune Shipyard. Pass through this gate only if you've eliminated all three opponents. If any stray armies remain, you must hunt them down before you can continue.

Purchase a ship at the Shipyard and sail north to the large island. Pass through the purple border gates and meet the blue Keymaster in his tent. Return to your ship.



INTO THE WHIRLPOOL?

Sail north to a chain secured by a blue Border Guard Tower. Beyond it is a whirlpool. Visit the tower to bring down the chains, then steer your ship into the whirlpool.

You emerge in Bloody Cove within striking distance of Captain Swift. Attack! When his ship sinks into the murky deep, the scenario is over.

The Strait of the Lost

Victory Conditions: Build the Eye of Chaos in Rumpport.

Loss Conditions: Lose Tawni Balfour or Pete Girly.

Map Size: Large.

Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Chaos	Orange
Computer	Might	Red
Computer	Might	Blue
Computer	Chaos	Green

Your first priority is getting out from behind this reef. Find a Sea Monster blocking passage to the southeast and attack it. When you win, the way is clear.

Your second priority is finding your outpost city of Rumpport. It's halfway down the western coast.

Anchor and fight the monsters that have taken over your town. When you reclaim it, build it up with every resource you have—you must build every available structure, including the Eye of Chaos, to complete the scenario.



RUMPORT IS ON THE COAST, HALFWAY DOWN THE MAINLAND. YOU MUST SLAUGHTER THE FORCES THAT HAVE TAKEN OVER THE INCOMPLETE FACILITY.

Hunt down the Mermaids (Red) in this western sea, searching from the north toward the south. As you sail southward, recruit troops where you can (at sea and on the coastlines) and stop to loot any islands you find.

Some Mermaids take refuge in a cove south of Rumpport. A chain that can be lowered only with the blue password blocks it.

Farther down the coast, you spy the first of two Green towns. Land and sack it. Wipe out any Green forces in the area and venture inland to the northeast. Look for a quest gate near the inlet. Pass through and visit the red Keymaster's Tent before returning to your ship.



YOU NEED THE RED PASSWORD FROM THIS KEYMASTER. SEARCH FOR HIS TENT AFTER RAZING THE GREEN COASTAL TOWN.

Sail west. In the southwest corner, a small Blue kingdom awaits your personal touch. Descend on it and make it yours.

The city falls easily, and you eliminate its army in short order. Claim the island's resources and bounty, stopping at the green Keymaster's Tent.



YOU HAVE TO FIND THE MEDUSA QUEEN BEFORE YOU GET TO SEE THE BLUE KEYMASTER. GO UNDERGROUND.

The blue Keymaster's Tent is a more difficult matter. You may only pass the quest gate if you have Tawni and the Medusa Queen, Cyrca, in your army. Better find Cyrca. She is in a Prison in the northeast corner of the map.

South of the Medusae is another quest gate. You may only enter if your army contains Tawni and she has the Steadfast Shield, which you earned in the first scenario. Do battle and receive a mighty sword: the Giant Slayer. Don't give this sword to any other hero. You need it in the final scenario.

After you claim the island, enter the tunnel and descend to the underground caves. Follow the twists and turns to find the first Oracle.

Puzzle: The Green Oracle

Visit the green Oracle to receive a vision and find the location of the buried treasure. Go to it and end your turn. On your next turn, select Dig for Treasure from the game menu.

Continue east through the caves to find a teal two-way Portal. Step inside to return to the surface. From here, you're able to take care of a lot of business.



THIS WALKTHROUGH IS NOT COMPREHENSIVE, BECAUSE THIS MAP FEATURES NUMEROUS ROUTES TO THE SAME GOALS AND MANY SITES THAT ARE NOT NECESSARY TO ACHIEVE THE MAIN MISSION. FOR THE SAKE OF CLARITY, THESE LOCATIONS ARE OMITTED FROM THE WALKTHROUGH. YOU MAY, HOWEVER, EXPLORE THEM ON YOUR OWN.

Go east to another tunnel entrance and descend into a small cave. Collect everything except the Pandora's Box. Return to the surface.

Stroll west to a place where lava flows in the center of the map. Before the bridge, turn to the northeast and follow the path.

A glen to the north is home to the second Green city. Raze it to eliminate your only terrestrial foe.



THE MEDUSA QUEEN IS IN THE PRISON BEYOND THIS GATE.

Return to the main path and continue east. Pass through the red border gate if you have the password, and locate the Prison. Enter it to spring the Medusa Queen from confinement. You now control her and may incorporate her into your army.

Return to the lava intersection and cross the bridge to the northeast. Take the next bridge to the southwest and follow the road north past Magic University. Turn east as the road ends to find another tunnel entrance. Descend into the dark. Inspect the white Oracle for another vision.

Puzzle: White Oracle

The vision tells you where to dig for treasure.

Retrace your steps to the teal Portal (southeast, across the lava intersection) but continue southeast when you reach it. A few days' ride to the southeast is the final cave. Creep into its tunnel entrance. Locate the blue Oracle for another dose of treasure.

Puzzle: Blue Oracle

Let the Oracle show you where to dig.

Return to the teal Portal and backtrack through the cave to reemerge on the southwest island. Return to the Quest Guard Tower with both Tawni and Cyrca in your army. Not only do the Medusae let you in, but a large contingent also volunteers to fight for you. Visit the blue Keymaster's Tent before departing.

Return to Rumpport, which is built except for the Eye of Chaos. That's your job. After your visit for reinforcements, take to the seas and go south to the chain blocking the inlet. Enter the Border Guard Tower to clear it.



BRING DOWN THIS CHAIN TO MOP UP THE LAST OF THE MERMAIDS. TO FIND THE GRAIL, BUILD THE EYE OF CHAOS.

Attack any Mermaids in this inlet and search for a small island with a red Portal on it. Anchor and enter the Portal to travel to an island in the southeast. Seek out the gold Oracle on this island.

Puzzle: Gold Oracle

The Gold Oracle's vision shows you where to dig for a crucial artifact.

Pocket the Grail you dig from the sand and purchase a boat at the Shipyard. Sail around to finish off the last of the Mermaids before returning through the Portal.

Sail to Rumpport and enter the town with the Grail. When you do, the last building is automatically built and the town is complete. With that happy event, the scenario is finished.

Bay of Maids

Victory Conditions: Defeat Pete Girly.

Loss Conditions: Lose Tawni Balfour or Cyrca.

Map Size: Large.

Map Difficulty: Advanced.

SIDE	ARMY	COLOR
Player	Chaos	Orange
Computer	Chaos	Blue
Computer	Chaos	Purple
Computer	Might	Teal

Several natural barriers keep you from freely exploring, but there are ways around everything. In this scenario, the solutions are subterranean. Pete Girly's army is on an island in the north and the only way to reach it is by boat. His boat is moored in a cove at the north of this island. The hard part is getting your own boat.

Take your armies north along the western side of the island on which you are.

Near the north, you're able to see Girly's island out of reach to the west. To the east is a nice town for the taking; burst through the Garrison and build and produce units.



IN THIS SCENARIO, ONLY CYRCA AND HER MEDUSAE CAN GO BEYOND THE ENTRANCE.

When you hit the northern border, continue to the northeast corner to find the first of many tunnel entrances and descend into the underground.

Only Cyrca and other Medusae can pass through the quest gate, so leave the rest of your party behind and search the cave for several Medusa generators.

Travel south along the eastern shoreline. Halfway down is another neutral town and, east of that, a bridge jutting into the ocean. On the sandbar, dive into another tunnel entrance for some shopping and mayhem.

Backtrack over the bridge and continue to the southeast. Another tunnel entrance marks your next destination. Search the accessible area west of this cave first, because you shouldn't need to come back here.

When you have a sufficient force built up, descend into the tunnel.



DON'T LET WATER DETER YOU. SNAG A BOAT AND CONTINUE NORTH.

Follow the tunnel until it terminates at the water's edge. There's a Shipyard. Purchase a ship and continue by water. Go north.

Split off Cyrca and a Medusa party to venture beyond the gate to recruit more Medusae and visit the green Keymaster's Tent. When they return, sail west and disembark on dry land.

Spelunk through the cave to the tunnel exit and return to the surface.

Explore southeast to approach a Purple town. Take it, fortify it, and settle in to build some troops while exploring the area to the west and north.

Northeast of the town is another cave entrance. Send in your Medusae to recruit more of their kind and grab anything else they find.

South of this tunnel is one last tunnel entrance. Send in the Medusae.

Continue eastward to an imposing wall secured by a green border gate. Pass through and take this town. It is your headquarters for the remainder of the scenario.

Build up this town with every resource at your disposal while exploring the area to its east.



BUILD A SHIP IN THE CAPTURED TOWN BEHIND THE GREEN BORDER GATE, THEN RUN OUTSIDE TO SET SAIL. USE THIS BOAT TO EXTERMINATE THE MERMAIDS IN THE HARBOR.

Purchase a ship at the town's Shipyard. Scour the ocean to exterminate the Mermaids patrolling the southern sea.

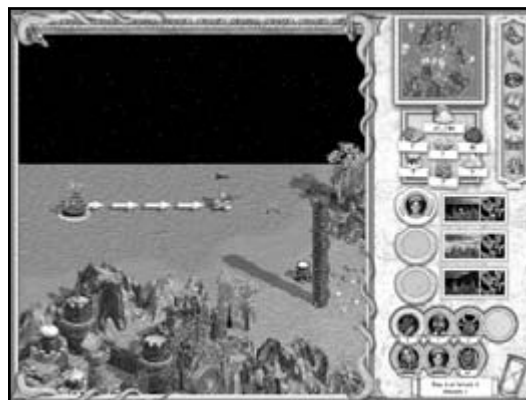
Take the battle to Girly by landing on his island. You can take the two neutral towns but won't be able to get near his well-fortified headquarters. Peer over the cliffs to the north to see the traitor's ship in the cove below.



YOU CAN CLEAR THE CHAIN ONLY IF YOU BUTCHER EVERY MERMAID.

Return to your ship and sail west. A chain blocks your passage, but it comes down if you defeat the Mermaids. Until you eliminate the Mermaids' Teal team, the chain won't come down.

Proceed northwest and do battle with three of Girly's ships blocking the reef. Sink all three and sail to the northern edge of the map.



WHEN YOU FIND GIRLY'S SHIP, ATTACK.

Another chain blocks the cove. If you enter the cove with a boat containing Tawni, the chain disappears. Continue east and face off with Girly in the open ocean. The battle goes deck-to-deck, and you and your former mate duel to the death. Make him pay, and the scenario is complete.

Never Look Back

Victory Conditions: Defeat the Mer-Queen and the Sea Monster Hatchery within five days of each other.

Loss Conditions: Lose Tawni Balfour or Cyrca.

Map Size: Large.

Map Difficulty: Expert.

SIDE	ARMY	COLOR
Player	Chaos	Orange
Computer	Chaos	Blue
Computer	Chaos	Purple
Computer	Might	Teal

Fiery lava flows divide this map into northern and southern areas. There is no way to cross between them. The southern area is further divided into three peninsulas, each inaccessible to the others except by a network of underground caves. The goal is to defeat the Mer-Queen, first in her town at the southern tip of the middle peninsula, then in a cove on the eastern peninsula. Plus, you have to destroy a Sea Monster Hatchery between the western and central peninsulas.

Begin your trek by exploring the watery area in the northwest. Land your ships on the upper of two possible sites and group your forces into one army.

Tip

A SHORTCUT SIDESTEPS YOUR EASTWARD SWEEP AND HALVES YOUR TRIP BELOW THE LAVA FLOW: JUMP INTO THE GREEN ONE-WAY PORTAL TO TRAVEL TO THE TOWN IN THE MIDDLE OF THE LAVA FLOW. A CAVEAT: YOU NEED THE TROOPS YOU PICK UP ON YOUR INITIAL EXPLORATION TO SURVIVE.

Push inland along the northern strip above the lava. If any roads lead toward the lava flow, detour to see what they lead to.

Go near the center of the map to find a town and a blue Portal that goes nowhere. A purple border gate blocks the lava-bound town from the north, but the town is accessible from the south.



WHICH WEAPON WILL YOU CHOOSE?

Farther along the path, an old man offers you a choice: a mighty weapon or a mighty shield. Give up the Giant Slayer sword you earned in the third scenario. Choose which item you want by clicking its Quest Guard Tower. Choose which one you want, and the Giant Slayer is removed from your inventory.

Explore until you get to the eastern edge. Search south to find a ferry dock and take it to a dock south of the lava.

Follow the road west along the southern shore of the lava flow. To your south is an insurmountable mountain range. Reaching the center of the map, the town is accessible via a well-defended Garrison to the north. The purple Keymaster's Tent is near the gate, although you don't need its password now.

Fight through the Garrison and take the town. Set it to work creating troops. You can clear out the border gate to the north if you visited the purple Keymaster. Keep the gate there as a barrier to invasion. With troops stationed at the southern Garrison and the border gate in place, no one can get near this town without a big fight.

Continue down the road, passing a blue-flagged border gate to the south. Behind it is a yellow Portal. Continue until you reach the sea and travel south to find a neutral town. Assume command of it.



TURN DOWN THIS PATH TO ACCESS THE FIRST PENINSULA.

March northeast from that town to find an open pass leading to a rocky area to the south. Dive into the action.

Pillage this western peninsula for everything, including a pair of Green towns.

In the south, a Quest Guard Tower blocks a tunnel entrance. Have Tawni approach the tower to open it, and descend into the first cave.

Explore the cave as you trudge to its eastern terminus.

You emerge on the southern tip of the eastern peninsula. The green Portal nearby won't do you any good, but the Green town is begging to be annexed. Battle the troops in the Garrison and charge over the over-matched town's wall. Put it to work, then head north.

North of the Garrison is the blue Keymaster's Tent. Pop in and surge north to another tunnel entrance. Sink into the underground and tour the caves to the west. Climb the stairs to the surface.

This time, you return to daylight in the north of the central peninsula. Search the peninsula, moving south.



THE MER-QUEEN IS ENTRENCHED IN THIS TOWN. ATTACK TO SHAKE HER LOOSE.

At the southern tip is the Palace of the Mer-Queen. Storm the Garrison, then crush the Palace. In the heat of battle, the Mer-Queen escapes to her hideout in the cove on the eastern peninsula.

You must go after both the Mer-Queen's hideout and the Sea Monster Hatchery between the western and central peninsulas.



WITH THE OTHER SHIP AT DOCK, PASSING THROUGH THIS CHAIN TRIGGERS A FIVE-DAY TIMER. DON'T DAUDLE IN YOUR APPOINTED TASKS.

After you either depart the southern Shipyard (the westbound ship) or cross the chain (eastbound ship), you must complete both tasks within five days. Travel times being what they are, attacking with one ship is impossible.

The situation demands simultaneous attack. Split your army and purchase a ship in the Palace of the Mer-Queen's Shipyard. Send Tawni to fetch it and sail it east.

Send your other team out through the Garrison and to the Shipyard on the southern coast. Purchase a ship and board it but do not move it yet!

The eastern ship confronts a chain across the cove. If the ship contains Tawni, it is permitted to pass.



WHEN THIS CHAIN COMES DOWN FOR TAWNI, SET SAIL FROM THE SOUTHERN SHIPYARD AND MAKE A BEELINE FOR YOUR RESPECTIVE DESTINATIONS.

On the same day the eastern ship brings down the chain, set sail in the other boat, bearing northwest. You have five days to defeat both the Mer-Queen and the Hatchery.

The western ship should target the Sea Monster in the middle of the Hatchery to engage the assault.

The eastern ship must target the Mermaid in the center of the hideout to start her battle.

When both fights are won, the scenario and the campaign are complete.





CHAPTER 13

Appendices

THE SCORING SYSTEM

After each scenario or part of a campaign that you play, you receive a score between 0 and 1,000. To determine this score, many factors are taken into account, including the difficulty setting of the game, the difficulty of the map, the number of quests you complete, your best hero, and more.

Time and map difficulty are multiplied together, then multiplied by the total of the points earned in other areas to determine an overall score. These tables show how that score is determined.

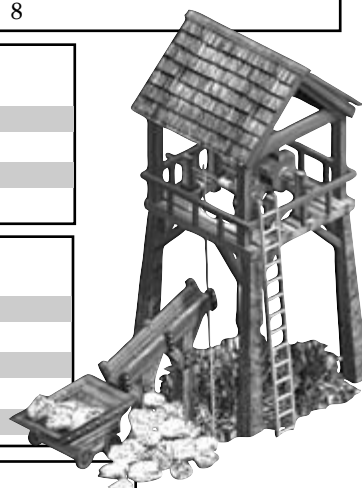
Scenario Difficulty (Player Selected)					
MAP SIZE	EASY	INTERMEDIATE	HARD	EXPERT	IMPOSSIBLE
Small	50	100	200	400	750
Medium	75	125	225	420	700
Large	90	150	250	440	650
Extra Large +	100	200	300	450	600

Towns Possessed (Maximum of 120/Map)	
MAP SIZE	NUMBER OF TOWNS
Small	30
Medium	15
Large	10
Extra Large+	10

Quests Completed (Maximum of 96/Map)	
MAP SIZE	POINTS
Small	48
Medium	24
Large	12
Extra Large+	8

Artifacts Collected (Maximum of 76/Map)				
MAP SIZE	TREASURE	MINOR	MAJOR	ARTIFACT
Small	10	20	40	76
Medium	5	10	20	45
Large	1	5	10	45
Extra Large +	0	3	8	30

Main Hero Level (Maximum of 76/Map)		
MAP SIZE	POINTS/HERO LEVEL	MINIMUM LEVEL NEEDED FOR POINTS
Small	10	3
Medium	6	4
Large	5	5
Extra Large+	3	6
Extra Large, 2 Levels	2	7



Battles Won (Maximum of 72/Map)					
MAP SIZE	1:3 RATIO	1:2 RATIO	2:3 RATIO	1:1 RATIO	3:2 RATIO
Small	60	40	30	20	10
Medium	45	30	25	15	8
Large	30	20	15	10	5
Extra Large+	30	20	10	8	3

* The Battles Won measure reflects the ratio of battles won by a player's army to battles won by opposing armies.

Wealth (Maximum of 48/Map)	
MAP SIZE	POINT/GOLD VALUE
Small	1:200
Medium	1:1,000
Large	1:2,000
Extra Large+	1:4,000

* Gold is computed on a 1:1 ratio. Each unit of Wood and Ore counts as 125 Gold. Each unit of other resources counts as 250 Gold.

Army Size (Maximum of 24/Map)	
MAP SIZE	POINT/GOLD VALUE
Small	1:400
Medium	1:2,000
Large	1:4,000
Extra Large+	1:8,000

* The value of possessed creatures is converted into Gold value.



Note

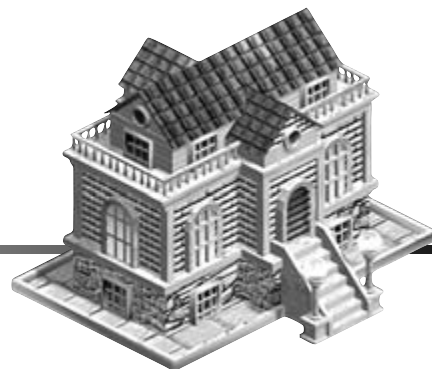
MAP EXPLORATION ALSO FIGURES INTO YOUR FINAL SCORE. YOU MAY EARN UP TO 12 POINTS FOR EXPLORATION. YOUR EXPLORATION POINTS TOTAL THE PERCENTAGE OF THE MAP YOU HAVE UNCOVERED MULTIPLIED BY 12.

Time Taken in Weeks, Small Map

1	2	3	4	5	6	7	8	9	10	11	12	14+
100%, +250 points	100%, +100 points	100%, +50 points	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%

Time Taken in Weeks, Medium Map

1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25+
100%, +250 points	100%, +100 points	100%, +50 points	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%



STRUCTURES AND NON-SPECIFIC ITEMS

Heroes of Might and Magic IV has a huge number of structures to visit and items to pick up in the course of each scenario or campaign. These tables show all structures and non-specific items you may encounter during exploration.

Resources

ITEM	FUNCTION
Sawmill	+2 Wood/day
Ore Pit	+2 Ore/day
Crystal Mine	+1 Crystal/day
Gem Mine	+1 Gem/day
Gold Mine	+1,000 Gold/day
Alchemist's Lab	+1 Mercury/day
Sulfur Mine	+1 Sulfur/day
Woodpile	Convert to Sawmill for 2,500 Gold
Ore Pile	Convert to Ore Pit for 2,500 Gold
Crystal Vein	Convert to Crystal Mine for 4,000 Gold and 10 Wood
Gem Vein	Convert to Gem Mine for 4,000 Gold and 10 Wood
Gold Vein	Convert to Gold Mine for 15,000 Gold, 20 Ore, and 20 Wood
Cinnabar Pile	Convert to Alchemist's Lab for 5,000 Gold
Sulfur Vein	Convert to Sulfur Mine for 4,000 Gold and 10 Wood
Abandoned Sawmill	As Sawmill, but inhabited by Bandits and Wolves or Skeletons and Ghosts
Abandoned Ore Pit	As Ore Pit, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts
Abandoned Crystal Mine	As Crystal Mine, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts
Abandoned Gem Mine	As Gem Mine, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts
Abandoned Gold Mine	As Gold Mine, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts
Abandoned Alchemist's Lab	As Alchemist's Lab, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts
Abandoned Sulfur Mine	As Sulfur Mine, but inhabited by Troglodytes, Gargoyles, and Trolls, or Skeletons and Ghosts

Time Taken in Weeks, Large Map												
1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-40	41-44	45-48	49+
100%,	100%,	100%,	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%
+250 points	+100 points	+50 points										

Time Taken in Weeks, Extra Large+ Map												
1-6	7-12	13-18	19-24	15-30	30-36	37-42	43-48	49-54	55-60	61-66	67-72	73+
100%,	100%,	100%,	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%
+250 points	+100 points	+50 points										

Map Difficulty	
MAP SIZE	PERCENTAGE MULTIPLIER
Easy	50%
Intermediate	75%
Hard	100%
Expert	125%
Impossible	150%



Note

IN THE TABLES BELOW, THE TERM *CAPTURABLE* MEANS THAT YOU CAN CONTROL A STRUCTURE OR ITEM FOR AN EXTENDED PERIOD OF TIME. THE TERM *REUSABLE* INDICATES THAT THE SAME HERO CAN USE A STRUCTURE OR ITEM MORE THAN ONCE

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No

Resources Continued

ITEM	FUNCTION
Imp Pit	Grants 5 Sulfur or 500 Gold/week
Apprentice's Lab	Grants 5 Mercury or 500 Gold/week
Crystal Pool	Grants 5 Crystals or 500 Gold/week
Woodcutter's Lodge	Grants 10 Wood or 500 Gold/week
Miner's Guild	Grants 10 Ore or 500 Gold/week
Water Wheel	Grants 1,000 Gold once/week, must be visited each week
Windmill	Grants 3-7 of a random resource/week
Leprechaun	Grants 5 Gems or 500 Gold/week
Crystal	2-5 Crystals
Gems	2-5 Gems
Gold	400-700 Gold
Mercury	2-5 Mercury
Ore	4-7 Ore
Sulfur	2-5 Sulfur
Wood	4-7 Wood
Backpack	Grants one item
Mage's Chest	Grants one minor artifact
Medicine Wagon	1-3 random Potions
Skeleton	Grants artifact
Pandora's Box	Grants 1 item
Campfire	Grants Gold and a random resource

Water Items

ITEM	FUNCTION
Buoy	+1 Morale until next battle
Cartographer	Removes part of shroud on water
Dolphin School	+2 Luck until next battle
Ferry	Transports army across water
Flotsam	Wood, Gold, or both
Ocean Bottle	Leave messages for other players
Oyster	+1 Luck until next battle
Pirate Island	Home of Pirates, whom you can fight for Gold
Sea Chest	Contains Gold or artifact
Sea Sanctuary	Can resurrect and hide heroes
Shipwreck Survivor	Gives artifact
Water Guard	Blocks water path until you complete the quest
Whirlpool	Two-way transporter in water, kills 10% of all creatures in army

Power-ups

ITEM	FUNCTION
Permanent	
Arena	Hero permanently gets +3 Defense
Emerald of Speed	Hero permanently gets +2 Speed
Mercenary Camp	Hero permanently gets +1 Speed
Opal of Magic	Hero permanently gets +6 spell points
Ruby of Offense	Hero permanently gets +6 Attack
Sacred Fountain	Hero permanently gets +3 spell points
Sapphire of Health	Hero permanently gets +6 Defense
Training Grounds	Hero permanently gets +3 Attack

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	Yes	No
No	No	Yes
No	No	Yes
No	No	Yes
No	No	Yes
No	No	Yes
No	No	Yes
No	No	Yes
No	No	No
No	No	No
No	No	Yes
No	No	Yes

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
Yes	No	No
No	No	No
Yes	No	No
Yes	No	No
No	No	Yes
Yes	No	No
Yes	No	No
No	No	No
No	No	Yes
Yes	No	No
No	No	Yes
No	No	Yes
Yes	No	No

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
No	No	No
No	No	Yes
No	No	No
No	No	Yes
No	No	Yes
No	No	No
No	No	Yes
No	No	No

Power-ups continued

ITEM	FUNCTION
Temporary	
Blessing Stone	+1 Luck and Morale for next battle
Clover Field	+1 Luck for next battle
Dream Teacher	500 experience on first visit, experience increment increases 500 for each Dream Teacher visited
Faerie Ring	+1 Morale for next battle
Fountain of Fortune	+1 Luck for next battle
Fountain of Magic	Restores up to 50% of total spell points to hero
Fountain of Strength	Hero does +25% damage in next combat
Fountain of Vigor	Hero gets +25% hit points for next combat
Fountain of Youth	+1 Morale for next battle
Hut of the Magi	Removes part of shroud
Ice Spire	Removes part of shroud
Idol of Fortune	+1 Luck or Morale for next battle
Lake of the Scarlet Swan	Restores up to 80% of total spell points to hero
Learning Stone	+1,000 Experience
Magic Spring	Restores spent spell points
Magic Well	Restores up to 35% of total spell points to hero
Magician's Pool	Restores up to 65% of total spell points to hero
Mana Vortex	Restores and doubles spell points
Pool of Power	Hero gets +25% hit points and +25% damage for next combat
Rainbow	+2 Luck for next battle
Redwood Tree	Removes part of shroud
Spring of Speed	Hero gets +3 Speed for next combat
Temple of Chaos	Chaos creatures get +2 Morale, Nature and Death creatures get +1 Morale for next battle
Temple of Death	Death creatures get +2 Morale, Order and Chaos creatures get +1 Morale for next battle
Temple of Life	Life creatures get +2 Morale, Order and Nature creatures get +1 Morale for next battle
Temple of Nature	Nature creatures get +2 Morale, Chaos and Life creatures get +1 Morale for next battle
Temple of Order	Order creatures get +2 Morale, Life and Death creatures get +1 Morale for next battle
Tower	Removes part of shroud
Tree of Knowledge	Spend 2,500 Gold or 5 Gems for one level

Skill Enhancers

ITEM	FUNCTION
Magic University	Buy up to 4 random secondary magic skills for 2,000 Gold each
War University	Buy up to 4 random secondary combat skills for 2,000 Gold each
School of Magic	Buy one of two primary magic skills for 2,000 Gold
School of War	Buy one of two primary combat skills for 2,000 Gold
Library	Increase one magic skill already possessed for 2,000 Gold
Veteran's Guild	Increase one combat skill already possessed for 2,000 Gold
Witch's Hut	Hero gets one Basic primary magic skill
Beastmaster's Hut	Hero gets one Basic primary combat skill
Altar of Life	Hero gets one Life Magic-related skill
Altar of Combat	Hero gets one Combat-related skill
Altar of Order	Hero gets one Order Magic-related skill
Altar of Tactics	Hero gets one Tactics-related skill
Altar of Scouting	Hero gets one Scouting-related skill
Altar of Nobility	Hero gets one Nobility-related skill
Altar of Death	Hero gets one Death Magic-related skill
Altar of Chaos	Hero gets one Chaos Magic-related skill
Altar of Nature	Hero gets one Nature Magic-related skill

	REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
	Yes	No	No
	Yes	No	No
ed	No	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	No	No	No
	No	No	No
	Yes	No	No
	Yes	No	No
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	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	No	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	Yes	No	No
	No	No	No
	No	No	No

	REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
	Yes	No	No
	Yes	No	No
	No	No	No
	No	No	No
	No	No	No
	No	No	No
	No	No	No
	No	No	No
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes
	No	No	Yes

Movement Bonuses

ITEM	FUNCTION
Stables	+25% movement for 7 days
Oasis	+75% movement on sand for one day
Watering Hole	+50% movement for one day
Rally Flag	+10% movement for 28 days
Brimstone Lodge	Waives lava penalties, +20% movement for 7 days
Winter Lodge	Waives snow penalties, +20% movement for 7 days
Desert Hut	Waives sand penalties, +20% movement for 7 days
Barbarian's Camp	Waives rough penalties, +20% movement for 7 days
Wet Log Inn	Waives swamp penalties, +20% movement for 7 days
One-Way Portal	Sends army to another map location
Two-Way Portal	Transports armies back and forth between two points
Lighthouse	Increases travel distance on water
Shrine of Chaos	Grants capable heroes a Chaos spell
Shrine of Order	Grants capable heroes an Order spell
Shrine of Life	Grants capable heroes a Life spell
Shrine of Death	Grants capable heroes a Death spell
Shrine of Nature	Grants capable heroes a Nature spell

Creature Banks

ITEM	FUNCTION
Derelict Ship	Fight 17 Water Elementals for 2,000 Gold and 1 artifact
Dragon City	Fight 10 Black Dragons for 15,000 Gold and 2 major artifacts
Dwarven Mines	Fight 33 Dwarves for 500 Gold and 20 Ore
Forest Glen	Fight 5 White Tigers and 20 Wolves for 1,200 Gold and 10 Wood
Graveyard	Fight 50 Zombies for 2,000 Gold and 1 artifact
Griffin Nest	Fight 5 Griffins for 500 Gold and 20 Wood
Harpy Nest	Fight 22 Harpies for 2,000 Gold and 10 Mercury
Hideout	Fight 12 Bandits for 1,500 Gold
Imp Cache	Fight 80 Imps for 1,000 Gold and 10 Sulfur
Ivory Tower	Fight 20 Magi for 1,000 Gold and 2 second-level spell parchments
Keep	Fight 5 Pikemen and 15 Crossbowmen for 1,000 Gold and 2 artifacts
Labyrinth	Fight 32 Minotaurs for 10 Gems and 1 artifact
Magic Lamp	Fight 8 Genies for 3,500 Gold or 28 Wood or 28 Ore or 14 of another resource, or choice of artifacts
Mausoleum	Fight 7 Ghosts and 22 Skeletons for 3,000 Gold
Mystical Garden	Fight 10 Leprechauns and 9 Sprites for 500 Gold and 5 Crystal
Pyramid	Fight 50 Mummies for 1 artifact
Ruins	Fight 20 Orcs for 1,600 Gold
Shipwreck	Fight 10 Ghosts for 2,000 Gold
Temple	Fight 3 Monks for 1,000 Gold and 2 Potions

* The figures given for each creature bank reflect the starting number of enemies. The number of creatures in the bank increases over time.

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
Yes	No	No
No	Yes	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No
No	No	No

Other Items

ITEM	FUNCTION
Blacksmith	Purchase items
Border Gate	Must visit Keymaster's Tent to pass
Border Guard Tower	Must complete quest or visit Keymaster's Tent to pass
Garrison	Allows owner to place troops to guard a passage
Keymaster's Tent	Grants password for Border Guard Towers and border gates
Oracle	Reveals part of Oracle map
Prison	Gives player free hero
Quest Hut	Offers quest to hero
Sanctuary	Dead heroes resurrected, enemy cannot attack army
Shipyard	Purchase ships
Sign	Leave message for other players
Tavern	Can hire any type of hero
Trading Post	Allows for better resource exchange rate

ITEMS AND ARTIFACTS

Items and artifacts come in a variety of types and powers. Many must be equipped to be useful, taking up slots on the hero's equipment list. Each has a power level reflecting its worth. These levels are: Treasure (non-magical); Item (single-use, minor magic); Minor (useful, often several appear on a given map); Major (increases a hero's power); and Relic (capable of tipping the balance of a game).

Potions

ITEM	FUNCTION
Cloud of Despair	Creatures in 3x3 area suffer -2 Morale
Demon Fire	25 points of fire damage to creatures in 3x3 area
Holy Water	When hero drinks it, hero gets Bless and Death Ward; when hero throws it at enemy, acts as Holy Word spell
Potion of Cold	Hero gets Freeze ability for one combat
Potion of Endurance	+3 movement for army for one day
Potion of Fire Resistance	Hero gets Fire Resistance for one combat
Potion of Healing	Restores 50 points of damage
Potion of Luck	Hero gets +5 Luck for one combat
Potion of Mana	Hero gets 25 temporary spell points
Potion of Mirth	Hero gets +5 Morale
Potion of Precognition	Casts Vision spell, reveals next "month of" creature
Potion of Quickness	Hero gets extra attack action for one day
Potion of Resistance	Hero gets 50% Magic Resistance for one combat
Potion of Restoration	Removes negative spell effects from hero
Potion of Speed	Hero gets +3 Speed for one combat
Potion of Strength	Hero does +25% damage for one combat
Potion of Toughness	25% increase in hero's hit points for one combat
Vial of Acid	Reduces target's defense by 25%, does 100 points of damage to Undead creatures
Vial of Binding Liquid	When you throw it, acts as slow spell, prevents flying
Vial of Blinding Smoke	Reduces by 50% damage from all ranged attacks in a 3x3 area
Vial of Choking Gas	Reduces enemy damage by 15%, enemy defense by 15%, ineffective against Mechanical, Undead, and Elemental creatures
Vial of Poison	Hero's weapon becomes poisonous for one combat

* All Potions are Item-level magic items.

REUSABLE	CAPTURABLE	DISAPPEARS WHEN USED
Yes	No	No
No	No	No
No	No	Yes
Yes	Yes	No
No	No	No
No	No	No
No	No	Yes
No	No	No
Yes	No	No
Yes	Yes	No
Yes	No	No
Yes	No	No
Yes	No	No

Weapons			
WEAPON	VALUE	SLOTS USED	FUNCTION
Angel's Blade	Minor	Right hand	+3 melee attack and defense, friendly creatures do +50% damage against Death creatures
Arrow of Slaying	Minor	Misc.	Hero gets Slayer ability with ranged attacks
Arrow of Stunning	Treasure	Misc.	Hero's ranged attack has chance to stun target
Axe of Legends	Major	Right hand	+8 melee attack, friendly targets get +40% damage
Axe	Item	Right hand	+8 melee attack, -1 speed
Barbarian Throwing Club	Minor	Bow	+5 melee and ranged attack, chance to stun target
Blowgun	Minor	Bow	Hero does extra ranged damage to target when striking its back
Bow of the Elf King	Relic	Bow	+5 ranged attack, friendly ranged creatures get extra ranged attack
Bull Rune Battleaxe	Relic	Right hand	+50 melee attack
Crossbow	Item	Bow	+3 ranged attack, removes ranged penalties
Crusader's Mace	Minor	Right hand	Friendly creatures do +30% damage
David's Sling	Treasure	Bow	Friendly creatures do +50% damage to fourth-level enemies
Dwarven Hammer	Treasure	Right hand	+10 melee attack
Emerald Longbow	Major	Bow	+30 ranged attack
Flaming Arrow	Relic	Misc.	Hero's ranged attack does fire damage in 3x3 radius
Flaming Sword	Major	Right hand	+3 melee attack and defense, hero does +30 plus 3/hero level points of fire damage
Giant Slayer	Minor	Right hand	+3 melee attack and defense, hero does double damage against fourth-level creatures
Greatsword	Item	Both hands	+13 melee attack
Halberd of the Swiftwatch	Minor	Both hands	+25 melee attack, +2 Speed, negates First Strike, grants Long Weapon
Horned Bow	Relic	Bow	+50 ranged attack
Longbow	Item	Bow	+5 ranged attack
Longsword	Item	Right hand	+3 melee attack and defense
Mage's Staff	Item	Both hands	Reduces spell point cost by 1/spell
Mayhem Staff	Major	Both hands	Increases by half direct damage-dealing Chaos spells
Nomad Blackbow	Minor	Bow	+20 ranged attack
Poison Arrow	Minor	Misc.	Hero poisons target with ranged attack
Saint Ranan's Staff	Major	Both hands	Doubles Healing spell effects, resurrects 20% of killed creatures after combat

Weapons continued

WEAPON	VALUE	SLOTS USED	FUNCTION
Sniper's Crossbow	Minor	Bow	+3 ranged attack, negates range penalty for friendly creatures
Soul Stealer	Major	Right hand	+4 melee attack and defense, hero gets 1 hit point for every 2 damage caused
Spear of the Centaur	Major	Bow	+8 melee and ranged attack, ranged creatures suffer no melee penalty
Spider's Silk Arrows	Treasure	Misc.	Casts Bind on target of ranged attack
Staff of Death	Major	Both hands	+50% damage and power to Death spells
Staff of Power	Major	Both hands	Reduces spell point cost by one-third
Staff of Summoning	Major	Both hands	Reduces cost of summoning spells by 50%
Staff of Wizardry	Major	Both hands	Reduces cost of Order spells by 50%
Sword of Swiftess	Major	Right hand	+6 melee attack and defense, extra attack
Sword of the Gods	Relic	Right hand	+3 melee attack and defense, creatures do +50% damage
Throwing Spear	Minor	Bow	+8 melee and ranged attack
Thunder Hammer	Relic	Both hands	+8 melee attack, +70 and +7/hero level lightning damage per strike
Tynan's Dagger of Despair	Major	Right hand	Target gets maximum negative Morale
Valder's Crossbow of Sloth	Minor	Bow	+5 ranged attack, target slowed
Wand of Animating Dead	Minor	Right hand	Casts Animate Dead
Wand of Blesses	Minor	Right hand	Casts Bless
Wand of Curses	Minor	Right hand	Casts Curse
Wand of Fire	Minor	Right hand	Casts Fire Bolt
Wand of Fireballs	Minor	Right hand	Casts Fireball
Wand of Haste	Minor	Right hand	Casts Haste
Wand of Healing	Minor	Right hand	Casts Heal
Wand of Ice	Minor	Right hand	Casts Ice Bolt
Wand of Illusion	Minor	Right hand	Casts Create Illusion
Wand of Weakness	Minor	Right hand	Casts Weakness
War Sling	Treasure	Bow	+10 ranged attack

Armor and Boots

WEAPON	VALUE	SLOTS USED	FUNCTION
Adamantine Armor	Relic	Torso	+50 defense
Adamantine Shield	Relic	Left hand	Gives +50% defense to friendly targets; +3 defense to hero
Armor of Chaos	Major	Torso	+20 defense, Order Ward
Armor of Death	Major	Torso	+20 defense, Life Ward
Armor of Life	Major	Torso	+20 defense, Death Ward
Armor of Order	Major	Torso	+20 defense, Chaos Ward
Boots of Levitation	Major	Feet	Grant hero and army Water Walk ability
Boots of the Crocodile	Minor	Feet	Waive swamp terrain penalty
Boots of the Explorer	Major	Feet	Waive terrain penalties
Boots of Travel	Major	Feet	Give +50% movement for army on land
Breastplate of Regeneration	Major	Torso	+20 defense, regenerates 20 hit points plus 2/hero level per turn
Brimstone Breastplate	Major	Torso	+20 defense, Fire Shield
Cap of Knowledge	Treasure	Head	Restores +5 spell points, +1 spell point/day
Cape of Protection	Minor	Shoulders	Gives friendly units 30% Magic Resistance
Chain Mail	Item	Torso	Grants +8 defense, decreases movement by 1, increases spell cost by 1

Armor and Boots continued

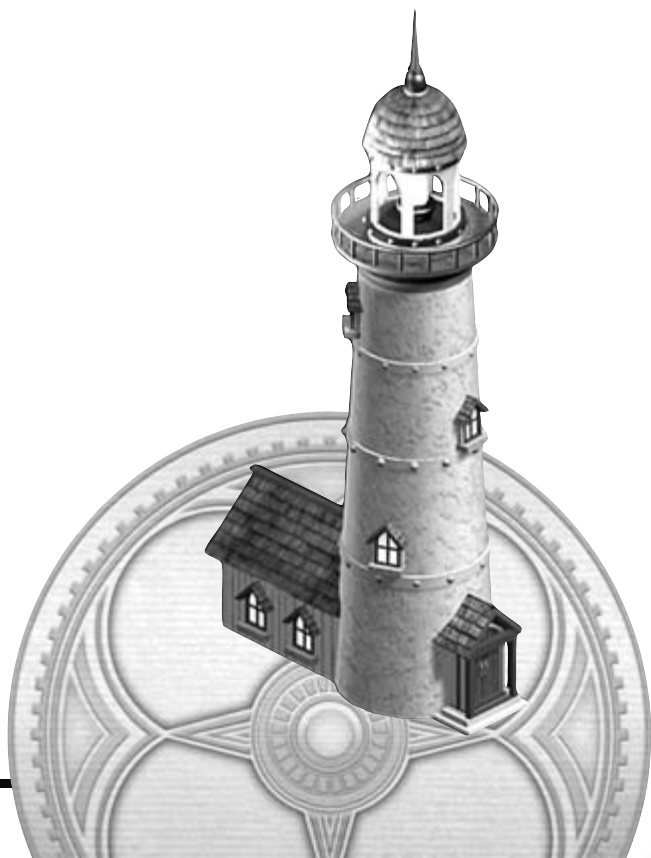
WEAPON	VALUE	SLOTS USED	FUNCTION
Circlet of Wisdom	Minor	Head	Restores +10 spell points, +2 spell points/day
Cloak of Distraction	Minor	Shoulders	Hero can ignore threat area of enemy troops
Cloak of Warding	Treasure	Shoulders	Gives 30% Magic Resistance
Cowl of Resistance	Minor	Shoulders	Gives 50% Magic Resistance
Crown of Enchantment	Minor	Head	Lets hero cast mind spells on immune creatures
Death Shield	Major	Left hand	Gives +30% defense and Life Ward to friendly targets; +3 defense to hero
Dragon Scale Armor	Major	Torso	+25 defense, Fire Resistance
Dragon Scale Shield	Minor	Left hand	Gives +30% defense and Fire Resistance to friendly targets; +3 defense to hero
Dwarven Shield	Treasure	Left hand	Gives +20% defense to friendly targets; +3 defense to hero
Elven Chain Mail	Treasure	Torso	+10 defense
Fireproof Boots	Minor	Feet	Waive volcanic terrain penalty
Golden Plate Mail	Minor	Torso	+25 defense, increases spell cost by 1
Gryphonheart's Plate Mail	Major	Torso	+30 defense
Helm of Command	Major	Head	Gives friendly units +20% melee and ranged attack and defense, +1 speed
Helm of Power	Major	Head	Restores +20 spell points, +4 spell points/day
Helm of Seeing	Treasure	Head	Grants units immunity to Blind spell
Hideous Mask	Minor	Head	Lets Hero cast Fear when attacked
Hiking Boots	Minor	Feet	Waive hill terrain penalty
Leather	Item	Torso	+5 defense
Life Shield	Major	Left hand	Gives +30% defense and Death Ward to friendly targets; +3 defense to hero
Lion's Shield of Courage	Major	Left hand	Gives +40% defense to units; +3 defense to hero
Mage's Robe	Minor	Shoulders	Reduces Mana cost of spells by 1
Magic Amplifier	Minor	Head	Reduces by one-third the cost of spells cast by creatures
Mantle of Spell Turning	Major	Shoulders	70% magic resistance
Mind Shield	Minor	Head	Grants creatures immunity to mind spells
Mullich's Helm of Leadership	Minor	Head	Gives units +2 Morale, +1 Speed
Neener's Invulnerable Cloak	Relic	Shoulders	Gives 100% Magic Resistance
Padded Helm	Treasure	Head	Grants units immunity to Stun effects
Plate Mail	Item	Torso	+10 defense, decreases movement by 2, increases spell cost by 2
Ranger's Moccasins	Minor	Feet	Waive forest terrain penalty
Robe of the Guardian	Major	Shoulders	Makes hero immune to damage from first three targets
Sandwalker Sandals	Minor	Feet	Waive sand terrain penalty
Scale Mail of Strength	Major	Torso	+10 defense, +10 attack
Seaman's Hat	Major	Head	Waives penalty for boarding or disembarking a ship
Shield of Chaos	Major	Left hand	Gives +30% defense and Order Ward to friendly targets gain +30% defense; +3 defense to hero
Shield of Order	Major	Left hand	Gives +30% defense and Chaos Ward to friendly targets; +3 defense to hero
Shield	Item	Left hand	Gives +3 defense
Snowshoes	Minor	Feet	Waive snow terrain penalty
Steadfast Shield	Minor	Left hand	Gives +30% defense to friendly targets; +3 defense to hero
Supreme Crown of the Magi	Relic	Head	Restores +50 spell points, +10 spell points/day
Surefooted Boots	Minor	Feet	Waive rough terrain penalty
Unnatural Armor	Major	Torso	+20 defense, Nature Ward
Unnatural Shield	Major	Left hand	Gives +30% defense and Nature Ward to friendly targets; +3 defense to hero
Winged Sandals	Major	Feet	Give units +2 movement in combat

Other Items

ITEM	VALUE	SLOTS USED	FUNCTION
Amulet of Fear	Minor	Neck	Gives Hero No Retaliation ability
Amulet of the Undertaker	Minor	Neck	Enhances Necromancy skill +10%, or acts as Basic Necromancy
Ankh of Life	Minor	Neck	Enhances Resurrection skill +5%, or acts as Basic Resurrection
Apprentice's Handbook	Treasure	Left hand	Contains first-level spells
Archmage's Codex	Relic	Left hand	Contains fifth-level spells
Badge of Courage	Treasure	Misc.	Grants immunity to Fear to all friendly targets
Bag of Gold	Treasure	Misc.	+500 Gold/day
Brazier of Sulfur	Minor	Misc.	+1 Sulfur/day
Cart of Lumber	Treasure	Misc.	+2 Wood/day
Cart of Ore	Treasure	Misc.	+2 Ore/day
Crest of Valor	Treasure	Misc.	Gives friendly units +1 Morale
Crystal Figurine	Minor	Misc.	+1 Crystal/day
Crystal of Memory	Treasure	Misc.	Grants friendly units immunity to Forgetfulness
Demonary	Minor	Left hand	Doubles power of demon summoning spells
Druid's Chain	Minor	Neck	Enhances Summoning skill +1 level, or acts as Basic Summoning
Equestrian's Gloves	Minor	Ring	Enhances movement on land +25%
Fizbin of Misfortune	Major	Neck	Casts Misfortune on hero while item is equipped
Flask of Mercury	Minor	Misc.	+1 Mercury/day
Four Leaf Clover	Treasure	Misc.	Gives friendly units +1 Luck
Gambler's Deck	Treasure	Misc.	Gives friendly units +1 Luck
Gem Casket	Minor	Misc.	+1 Gem/day
Guildmaster's Compendium	Major	Left hand	Contains fourth-level spells
Horseshoe	Treasure	Misc.	Gives friendly units +1 Luck
Journeyman's Notebook	Minor	Left hand	Contains second-level spells
Leprechaun's Ring	Minor	Ring	Gives friendly units +2 Luck
Logbook of the Master Sailor	Minor	Left hand	Gives +25% movement on water, +20% offense and defense if hero has Seamanship skill
Maranthea's Mug	Major	Misc.	Gives +3 Morale to all friendly units
Master's Spellbook	Major	Left hand	Contains third-level spells
Medal of Honor	Minor	Neck	Gives friendly units +2 Morale
Mirror of Revenge	Major	Neck	Gives Hero Magic Mirror ability
Necklace of Charm	Minor	Neck	Enhances Charm skill +5%, or acts as Basic Charm
Parchment	Treasure	Left hand	Teaches spell to hero; parchment is used up when hero learns spell
Purse of Gold	Treasure	Misc.	+250 Gold/day
Purse of Penny Pinching	Minor	Misc.	Reduces cost of creatures purchased by hero by 10%
Ring of Greater Negation	Relic	Ring	Negates all spell immunities and protections for both hero's army and enemy army
Ring of Health	Treasure	Ring	Gives +50% hit points
Ring of Lesser Negation	Minor	Ring	Allows hero to ignore Ward spells when casting
Ring of Permanency	Minor	Ring	Grants friendly units immunity to Dispel, Cancellation, and Steal Enchantment
Ring of Protection	Treasure	Ring	Gives friendly units +20% defense
Ring of Regeneration	Major	Ring	Gives +20 hit points plus 2/hero level per round of combat

Other Items continued

ITEM	VALUE	SLOTS USED	FUNCTION
Ring of Speed	Minor	Ring	Gives friendly units +2 Speed
Ring of Strength	Treasure	Ring	+5 attack
Ring of the Cobra's Eye	Minor	Ring	Makes Hero's melee attack cause Poison
Ring of the Elementals	Minor	Ring	Doubles power of Summon Elemental spells
Sack of Gold	Minor	Misc.	+750 Gold/day
Scarab of Summoning	Relic	Neck	Doubles power of summoning, raise, and illusion spells
Scroll	Treasure	Left hand	Halves the cost of a spell
Sextant	Treasure	Misc.	+50% movement on water
Shackles of War	Major	Misc.	Prevents enemy retreat or surrender
Statesman's Medal	Minor	Neck	Enhances Diplomacy skill +10%, or acts as Basic Diplomacy
Telescope	Item	Misc.	Gives +1 Scouting radius
Tome of Chaos	Major	Left hand	Contains Chaos Magic spells
Tome of Death	Major	Left hand	Contains Death Magic spells
Tome of Life	Major	Left hand	Contains Life Magic spells
Tome of Nature	Major	Left hand	Contains Nature Magic spells
Tome of Order	Major	Left hand	Contains Order Magic spells
Victory Banner	Treasure	Misc.	Gives +1 Morale to all friendly creatures in 3x3 radius
Viewing Crystal	Treasure	Misc.	+2 Scouting radius
Warlord's Ring	Treasure	Ring	Gives friendly units +20% damage ability
Wizard's Ring	Treasure	Ring	Gives +5 spell points, restores +1 spell point/day



A

Abbey, 43
 Abilities, special, 6-7
 Academy of Order, 1
 Acid Bath quest, 172
 Aging quality, 18
 Alchemist's Shop, 32
 Altar of Light, 41
 Altar of Wishes, 30
 Amulets, 256
 Ancestral Home scenario, 90-92
 Ankh of Life quest, 164
 Annex of Wizardry, 49
 Archers, 3, 5
 Archery Range, 40
 Archery skill, 8
 Area Attack quality, 18
 Arena of Honor, 59
 Armies
 descriptions of, 1-3
 forming, 80-81
 purchasing troops for, 84-85
 and scoring system, 243
 trailing, 79
 Armor, 189, 254-255
 Armory, 49
 Arsenal, 58
 Artifacts, 243, 252-257
 Asylum of Chaos, 2
 At the Crossroads scenario, 185-188

B

Ballista Works, 40
 Barbarians, 3, 5
 Barracks, 41
 Barrow Mound, 46
 Battle Academy, 37
 Battles, 243. See also Combat
 Bay of Maids scenario, 236-238
 Beach Bum quest, 208
 Beebee and Three Pigs scenario, 124-127
 Behemoth Crag, 57
 Beowulf Tales scenario, 114-116
 Berserk quality, 18
 Beyond the Lake scenario, 93-94
 Biggun's Playground scenario, 97-101
 Binding quality, 18
 Black Dragon quest, 165, 214
 Black Wood, 35
 Blade, Drawing of the, 162-166
 Blind Ability quality, 18
 Blind quality, 18

Block quality, 18
 Bloodlust quality, 18
 Bloody Cove scenario, 231-233
 Blue Oracle puzzle, 236
 Bonuses at Sea quality, 18
 Boots, 254-255
 Boring's Mountain scenario, 127-129
 Breath Attack quality, 19
 Breeding Pens, 58
 Bring Proetho quest, 165
 Bring the Peasants quest, 164
 Buildings. See Structures
 Buried Treasure puzzle, 165, 172

C

Campaigns
 Chaos: A Pirate's Daughter, 229-241
 Death: Half-Dead, 219-229
 Life: The True Blade, 162-174
 Might: Glory of Days Past, 174-185
 Nature: Elwin and Shaera, 207-219
 Order: Price of Peace, 185-207
 Cap of Knowledge quest, 194
 Caravan, 27
 Castle, 26
 Cathedral, Holy, 42
 Cemetery, 46
 Centaur Stables, 56
 Cerberi quest, 178
 Chaos
 Asylum of, 2
 campaign, 229-241
 Conservatory of, 53
 creatures, 12-13
 spells, 62-63
 structures, 32-38
 Chaos Annex, 48
 Chaos Magic skills, 11
 Chaos Ward quality, 19
 Charge quality, 19
 Charm skill, 10
 Chasing Reptiles scenario, 94-96
 Citadel, 26
 City Hall, 26, 71
 Clerical Library, 31
 Cliff Nest, 57
 Cloud Castle, 30
 Cold Attack quality, 19
 Cold Resistance quality, 19

Combat

 scoring, 243
 skills, 8-9
 strategy, 82-84
 Conjuraton skill, 11
 Conquest of Four Lakes scenario, 129-131
 Conservatory of Chaos/Life, 53
 Creature Banks, 250-251
 Creature Portal, 54
 Creatures, 12-23
 Cronx is Coming scenario, 112-114
 Crossroads scenario, 185-188
 Curse quality, 19
 Cyclops Cave, 57

D

Danger in Trees scenario, 97-99
 Death
 campaign, 219-229
 creatures, 14-15
 Necropolis of, 2
 spells, 66-67
 structures, 44-49
 Death Knights, 2, 5
 Death Magic Skills, 10-11
 Death Ward quality, 19
 Defense skill, 8
 Demonology skill, 10
 Den of Thieves, 34
 Devour quality, 19
 Diplomacy skill, 9
 Dog Days scenario, 131-133
 Dragon Cave, 35
 Dragon Factory, 30
 Dragon Graveyard, 47
 Dragon's Wrath scenario, 152-154
 Drawing of the Blade scenario, 162-166
 Druids, 3, 5
 Druid's Hall, 53
 Dwarven Hammer quest, 166
 Dwarven Mines, 28
 Dwarves, 188

E

Eater of Children scenario, 219-220
 Elemental quality, 19
 Elwin and Shaera campaign, 207-219
 Emilia's Mission, 203-204
 Enchantment skill, 10
 Enemy's Trust scenario, 188
 Erathia, 1-3
 Escape from Biggun's Playground scenario, 97-101
 Estates skill, 9
 Evil Eye quest, 178
 Exploration tricks, 77-79

- F**
 Fae Trees, 50
 Fiery Realm scenario, 220-223
 Fire Attack quality, 19
 Fire Resistance quality, 19
 Fire Shield quality, 19
 First Step of Many scenario, 166-168
 First Strike quality, 19
 Flying quality, 19
 Fort, 26, 71
 Fortune quality, 19
 Freezing Attack quality, 20
- G**
 Game
 random nature of, 3
 scoring system for, 242-245
 strategies for playing, 80-85
 tutorial scenario, 86-88
 Gauntlet, Thieves, 38
 General structures, 24-27
 Giantslayer quality, 20
 Glory of Days Past campaign, 174-185
 Gold, 71, 72, 73, 78, 243
 Gold Mine, 72
 Gold Oracle puzzle, 236
 Golden Pavilion, 30
 Golem Factory, 29
 Green Oracle puzzle, 235
 Griffin Cliffs, 52
 Guardhouse, 40
 Gulf of Nays scenario, 134-136
- H**
 Half-Dead campaign, 219-229
 Halfling Burrow, 28
 Hall of the Dead, 36
 Harpies and Mermaids quest, 165
 Harpy Peak, 56
 Haunted House quest, 217
 Haven of Life, 2
 Healing skill, 10
 Herbalism skill, 11
 Heroes, 4-11
 and scoring system, 243
 single, 78
 skills, 8-11, 81-82
 special abilities, 6-7
 strategy, 81-82
 types/classes, 4-7
 Heroes of Might & Magic IV
 Tutorial, 86-88
 Holy Cathedral, 42
 Humans, 2
 Hydra Pond, 36
 Hypnotize quality, 20
- I**
 Immune to Magic quality, 20
 In War with In-Laws scenario, 136-138
 Institute of Magic, 31
 Insubstantial quality, 20
- J**
 Jewels for Jeweler quest, 212
 Just Another Mine War scenario, 138-139
- K**
 Kennels, 46
 Kill the Minotaur King quest, 189
 King's Choice scenario, 180-182
 Knights, 2, 5
 Knight's Chapter, 42
 Knowledge, Cap of, 194
 Korbart, Saint, 225
- L**
 Labyrinth, 34
 Land of Our Forefathers scenario, 148-150
 Land Without a King scenario, 121-123
 Last Man Standing scenario, 140-141
 Leadership skill, 8
 Leprechaun's Ring quest, 186
 Life
 campaign, 162-174
 Conservatory of, 53
 creatures, 14-15
 Haven of, 2
 spells, 64-65
 structures, 38-45
 Life-and-death philosophies, 1
 Life and Death scenario, 225-227
 Life Draining quality, 20
 Life Magic skills, 10
 Lightning Attack quality, 20
 Long Weapon quality, 20
 Longhouse, 56
 Lords, 1, 5
 Loss conditions. See specific campaigns/scenarios
 Lovers scenario, 207-209
- M**
 Mage Tower, 29
 Mages, 1, 5
 Magic Dampener, 58
 Magic Forest, 52
 Magic Mirror quality, 20
 Magic Resistance skill, 9
 Magic Resistant quality, 20
 Main Hero Level scoring, 243
- Mana Leech quality, 20
 Mana Vortex, 37
 Manifestations scenario, 102-104
 Mansion, 47
 Maps
 difficulty level, 242, 245 (See also specific campaigns/scenarios)
 exploring, 75-79, 243
 Maranthea's Isle scenario, 141-143
 Marauders of High Seas scenario, 104-106
 Mark of Tiger scenario, 209-211
 Mechanical quality, 20
 Meditation skill, 11
 Medusa Hunting quest, 215
 Medusae quest, 186
 Melee combat, 83-84
 Melee skill, 8
 Mermaids and Harpies quest, 165
 Might
 campaign, 174-185
 creatures, 16-17
 Stronghold of, 3
 structures, 54-59
 Mining skill, 9
 Minotaur King quest, 189
 Mirth quality, 20
 Mob Rules quest, 173
 Monastery, 41
 Money for Sand quest, 212
 Movement bonuses/rating, 12, 250-251
 Multiple Attack quality, 20
- N**
 Nature
 campaign, 207-219
 creatures, 16-17
 Order of, 42
 Preserve of, 3
 spells, 68-69
 structures, 50-55
 Nature Magic skills, 11
 Necessary War scenario, 177-179
 Necromancers, 2, 5
 Necromancy Amplifier, 49
 Necromancy skill, 11
 Necromantic Library, 31
 Necropolis of Death, 2
 Negate First Strike quality, 20
 Never Look Back scenario, 238-241
 New Way scenario, 174-177

No Obstacle Penalty quality, 20
 No Range Penalty quality, 21
 No Retaliation quality, 21
 Nobility skills, 9
 Nomad Tents, 56
 Normal Attack quality, 21

O

Occultism skill, 10
 Offense skill, 8
 Ogre Fort, 57
 One Tribe scenario, 182-185
 Oracle puzzles, 235, 236
 Orc Tower, 34
 Order

Academy of, 1
 campaign, 185-207
 creatures, 12-13
 spells, 60-61
 structures, 28-33

Order Armor quest, 189
 Order Magic skills, 10
 Order of Enchantment, 23
 Order of Nature, 42
 Order of Paladins, 43

P

Paladins, Order of, 43
 Parental Proof quest, 173
 Pathfinding skill, 9
 Peace. See Price of Peace
 Petty Claustrophobia scenario, 106-108
 Philosophies, life-and-death, 1
 Pirate's Daughter
 campaign, 229-241
 scenario, 229-231
 Points of Power scenario, 223-225
 Poison quality, 21
 Poisoned River quest, 176
 Potion Fetching quest, 212
 Potions, 252
 Power-ups, 246-249
 Preserve of Nature, 3
 Price of Peace
 campaign, 185-207
 scenario, 205-207
 Priests, 2, 5
 Prison, 27
 Puzzles, 165, 172, 235, 236
 Pyre, 53
 Pyromancy skill, 11

Q

Qualities. See Special qualities
 Quests. See specific quests
 Quests Completed scoring, 243

R

Rainbow, 55
 Rainbow Crystal scenario, 193-195
 Random Harmful Spells quality, 21
 Ranged attacks, 82-83
 Ranged First Strike quality, 21
 Ranged quality, 21
 Ranger's Guild, 54
 Rebirth quality, 21
 Recover the Ore quest, 175
 Reflections scenario, 214-216
 Regeneration quality, 21
 Resources, 71, 74, 244-247
 Resurrection quality, 21
 Resurrection skill, 10
 Retreating, 84
 Return of Devil scenario, 108-110
 Revolution scenario, 111-112
 Rightful Heir scenario, 172-174
 Rings, 186, 256-257
 Rock and a Hard Place scenario, 143-145
 Rogue's Guild, 37

S

Sacred Grove, 55
 Saint Korbert quest, 225
 Scenario Difficulty scoring, 243
 Scenarios. See also specific scenarios
 by size for specific campaigns
 small, 86-120
 medium, 121-147
 large, 148-157
 extra-large, 158-161
 Chaos: Pirate's Daughter, 229-241
 Death: Half-Dead, 219-229
 Life: The True Blade, 162-174
 Might: Glory of Days Past, 174-185
 Nature: Elwin and Shaera, 207-219
 Order: Price of Peace, 185-207
 Scoring system, 242-245
 Scouting skills, 9
 Sea Politics scenario, 150-152
 Seamanship skill, 9
 Search for Old Heroes scenario, 145-147
 Seeking the Steel scenario, 170-172
 Seminary, 44
 Servant scenario, 190-193
 Shaera and Elwin campaign, 207-219
 Shipyard, 26
 Shoots Twice quality, 22
 Short Range quality, 22
 Single-unit stacks, 77-78
 Skeletal quality, 22
 Skill Enhancers, 248-249
 Skills, hero, 8-11, 81-82
 Slave to Fear scenario, 199-201

Slay an Immortal scenario, 201-204
 Slay the Behemoth quest, 176
 Sling quest, 191
 Solymr's Mission, 201-203
 Sorcerers, 2, 5
 Sorcerer's Guild, 36
 Sorcery skill, 11
 Spawning Pit, 47
 Special abilities, 6-7
 Special qualities
 descriptions of, 18-23
 for specific creatures, 12-17
 Speed rating, 12
 Spellcaster quality, 22
 Spells, 60-69
 Spirituality skill, 10
 Squire's Guild, 40
 Stables, 45
 Statuary Garden, 34
 Stealth quality, 22
 Stealth skill, 9
 Steel, Seeking the, 170-172
 Stone Gaze quality, 22
 Stone Skill quality, 22
 Strait of the Lost scenario, 234-236
 Strategy, 80-85
 Strength quality, 22
 Strike and Return quality, 22
 Stronghold of Might, 3
 Structures, 24-59
 Chaos, 32-38
 Death, 44-49
 General, 24-27
 Life, 38-45
 Might, 54-59
 Nature, 50-55
 Order, 28-33
 and scoring system, 244-253
 Stun quality, 22
 Summon Demons quality, 22
 Summoning skill, 11
 Surrendering, 84

T

Tactics skills, 8
 Tale of Two Enemies scenario, 88-90
 Tavern, 27
 Taxpayer quality, 22
 Teleport quality, 22
 Temple of the Damned, 48
 Terrain, 79
 Terror quality, 22
 Thieves
 and Asylum of Chaos, 2
 as basic hero type, 5
 Den of, 34
 Gauntlet, 38
 Tiger Den, 51

Time Taken in Weeks scoring,
244-245

Together scenario, 216

Torture Chamber, 46

Tough quality, 22

Tower of Darkness, 48

Town Hall, 26

Towns

building, 70-74

importance of, 70

and scoring system, 243

working with multiple, 74

Trailing armies, 79

Treasury, 33

Treetop Lodge, 52

Trials scenario, 166-168

Tricks, exploration, 77-79

Troops, 84-85

True Blade campaign, 162-174

True Love scenario, 211-214

Tutorial scenario, 86-88

Two Attacks quality, 22

U

Ultimate Mug of Ale scenario,
117-120

Undead quality, 22

Undead Transformer, 49

Unhappy Times scenario, 155-157

Unholy Breath scenario, 227-229

Unicorn Glade, 52

University, 32

Unlimited Retaliation quality, 22

Unlimited Shots quality, 22

Unusual Betrayal scenario, 195-199

V

Victory conditions. See specific
campaigns/scenarios

Village Hall, 26

Volcanic Vent, 35

W

War with In-Laws scenario, 136-138

Water items, 246-247

Weakness quality, 22

Wealth scoring, 243

Weapons, 253-254

Weekly Growth entries, 12

White Oracle puzzle, 236

Witch Hall, 37

Wizardry

Annex of, 49

skill, 10

Wolf Den, 51

Wrestling Pits, 59

Z

Zanfas' Challenge scenario, 158-161

